DEATHWATCH

THE GOOD, THE BAD, AND THE ALPHA LEGION

A GOD-EMPEROR'S GUIDE TO GOOD PARENTING

WARHAMMER 40,000 ROLEPLAY

Ver. 1.10.2

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INTRODUCTION

"YOU WERE GREAT ONCE. YOU ARE ON THE PATH TO BECOMING GREAT AGAIN. FALTER NOT, AND THE STRENGTH OF THE LEGIONS WILL BE BEHIND YOU WITHOUT QUESTION."

-Executor Thexus, Paragon of Metal, advises the Republican Commandos.

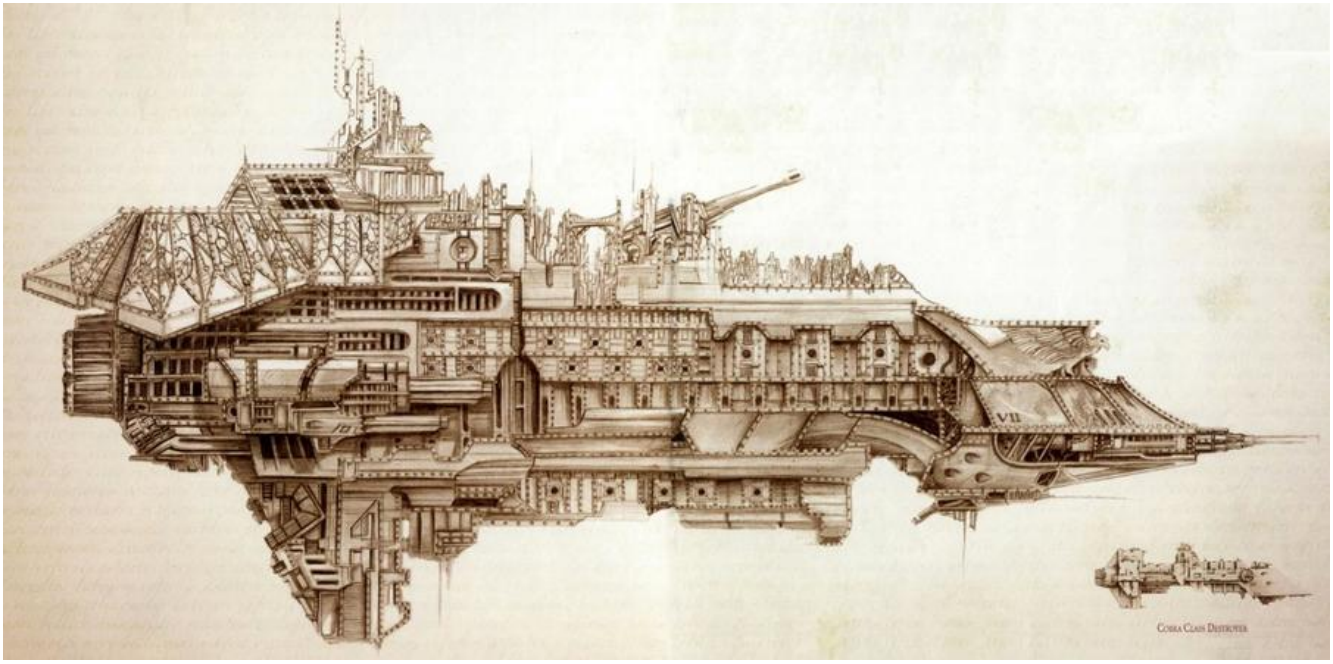
Guess who's back. Back again. Shas is back. Tell a friend. Now everyone report to the dance floor, to the dance floor, to the dance floor. Now everyone report to the dance floor. Alright, stop. Legion time.

The Good, the Bad, and the Alpha Legion. is an expanded guide to the time of legend known as the Horus Heresy. Functioning primarily as a rules expansion to Deathwatch, this book provides rules for playing as the Legions of the Great Crusade, Loyal and Traitor, as well as gear to outfit them.

The book begins with a small bit about each of the 18 legions. Don't think you'll find anything about the two lost ones here. Each of the 18 legions has an associated advancement table of skills and talents in the same format as Deathwatch. In fact, some of these (mainly the Loyalists) will be minor variants of what is in the Core book to adjust for talents and skills that ceased to exist in 40k. The Traitors will receive advancement tables as well – this was the age of equality, after all, before everyone fucked everything up forever.

The book continues with notes on specialties available to the Legionaries of 30k, some of which would be subsumed or disappear as time grinds on to modern 40k. Advanced specialties are included as well, to better kustomize one's Legionary.

Finally, the book will include an armory of arms, armament, cybernetics, and gear available to the Legions. New Assets using the Deathwatch Asset System are provided that will give your Legionary more support options. Finally, since every Legion maintained its own fleet, new Voidships will be provided that are compatible with the starship combat rules of Rogue Trader. Take to the stars, Legionary, and spread Blood in the Void.



The Legiones Astartes

CREATING YOUR LEGIONARY

THE EIGHTEEN LEGIONS

Chapter I: The Legiones Astartes

"REMEMBER ONE THING, LEGIONARY. THERE WERE NOT LOYAL AND TRAITOR LEGIONS. THERE WERE ONLY LOYAL AND TRAITOR LEGIONARIES."

-Executor Thexus, Paragon of Metal, explains the politics of the Horus Heresy

The Legiones Astartes were the greatest fighting force in the galaxy during the Imperium's infancy. A combined arms force containing its own heavy infantry in the form of the Astartes themselves, a full motor pool consisting of light scout vehicles, medium tanks, and heavy artillery, ordnance, and fixed weaponry, and a limitless pool of auxiliaries to draw from or throw in front of the enemy, depending on the Legion in question, the Legiones Astartes were equipped to deal with every shitter that thought they could take on Mankind. With the objective of spreading Compliance, the self-contained Legions, with assistance from the equally self-contained Excertus Militias, Solar Auxilia, and Mechanicum Taghmatas, were able to face any threat head on with the appropriate weaponry at hand. This was the strength of the Legions. This was what made them so dangerous during the Heresy.

With a Legion containing not only its own armor, but voidships and retainers as well, when half of the Legionaries turned dag-nasty evil, they were able to fight on any battlefield, in any condition, and have the weapons necessary to excel. At the conclusion of the Horus Heresy, when the Traitors bitched out, everyone's favorite Rowboat spearheaded a fix. Ever wonder why there are Infantry regiments, Artillery Regiments, Void Fighter Regiments, Tank Regiments, and individual Chapters in 40k rather than legions? It's a LOT easier to deal with a rebelling regiment when they lack heavy support, voidship transportation, etc. The Horus Heresy hit the Imperium HARD, and eternal suspicion would be the result. Those Legionaries who remained loyal accepted this as a necessary sacrifice – though mistakes would inevitably be made, and the Administratus, which would become the Adeptus Administratum, may send the wrong type of regiment or supplies, it is an acceptable loss just in case another betrayal happens.

For now, though, rejoice. You get to be a cool guy and play as a Legionary, back when things were awesome and everyone had hope and optimism. Contained in this section are notes on the eighteen Legions available during the Great Crusade. I'm not gonna tell you how to use them or anything, I trust you, the reader, to have the brain cells to figure something out. The Legions that would remain "Loyal" can pretty much be used out of the Deathwatch books straight, with few, if any, changes. The Legions that would become "Traitor" are a little more intensive, each containing an Advancement table, Characteristics, a Solo and Squad Mode, Demeanor, and all the trappings one would expect of a playable legion. Special care will be mentioned of any Advanced Specializations the Legionary can take as a result of his Legion. As a warning, the Black Templars will get a little weird.

Creating Your Legionary

"Indeed we are gods among men, but recent events have made me wonder. What sort of gods are we?"

-Praetor Cortain of the Aurora Chapter, 4th Chapter of the Ultramarines Legion.

During the Great Crusade, there was no such thing as "Loyalist" or "Traitor." There were only eighteen Legions, each spreading Imperial Compliance to the many isolated worlds of the Galaxy. Each had a storied legacy, each had different tactics and outlooks they preferred. Though many of their histories may yet be shrouded in mystery, each Legion had their crucible, and their demeanors would be shaped by reunification with their Primarchs. During the Horus Heresy, individual legionaries would take up arms as a Loyalist or Traitor, and the lines between legions became blurred.

Creating a Legionary during this time is easy enough. There were documented instances of multiple Legionaries of different legions working together to accomplish goals, separate from their main battle lines in the Forge World Horus Heresy books and the Black Library novels. Be it the Warmaster commanding a multi-legion operation, or the Sigillite ordering a hidden strike, there are plenty of justifications for you and your homeboys to roll up some Legionaries, grab some hookers and blow, and have an enjoyable night of jolly cooperation.

Creating a Legionary is simple and fun!

1. **Generate your characteristics using whatever method the GM deems necessary.** Your Legionary will start with all the normal implants, talents, and traits, but they will NOT start with the Deathwatch Training talent, or have access to the Deathwatch Advance tables.
   One notable trait a Legionary will NOT start with is "And They Shall Know No Fear." Legionaries of the Great Crusade did not have the Codex Astartes or the full array of hypno-conditioning to benefit from. The sheer number of Legionaries needed means that some costs had to be cut. Yes, that means that, though resistant, your Legionary can, in fact, feel fear. The "And They Shall Know No Fear" trait is replaced by the "Legiones Astartes" trait.

   Legiones Astartes: The Legiones Astartes, though psycho-indoctrinated and tempered for war, nonetheless are influenced more by their Legion and personal idiosyncrasies. In subsequent rounds after failing a Fear test, provided they are conscious, the Legionary may always attempt a Challenging (+0) Willpower test to negate the Shock Table result, even if that effect does not normally allow one to "snap out of it." This test can never suffer from any penalties the Shock Table result imposes.

2. **Select your Legion.** This will heavily influence your character, granting them further characteristics, combat abilities, Solo modes, Squad Modes, and Drawbacks. While some Solo and Squad Modes remain roughly the same for certain Legions, others will have drastically different Solo and Squad Modes available, representing the nobler times of the Great Crusade. Unlike in modern 40k, your choice of Legion will not restrict your implants – everyone's geneseed is working 100%, and geneseed degradation common 10,000 years later is unthinkable now. Note also that every Legion will also have a Drawback – a result of the Legions'

insularity and over-reliance on their specialty. Remember to note your Legion Drawback down, since it replaces the Primarch's Curse!

3. **Select your Specialty.** This will define what your character does. In addition to the normal Tactical, Assault, Devastator (Known as Heavy Support in the Great Crusade), Apothecary, and Techmarine, there are new specialties – the Breacher, Destroyer, Recon, and Seeker, all specializations that would disappear or change drastically before the 40th millennium.

   Note that some of the standard Specialties (such as Tactical and Heavy Support) are altered with new options for the Great Crusade, and the changes can be found in Chapter 2 of this book. Librarians are not available except through GM allowance – Librarians of the Great Crusade were Consuls, war leaders akin to modern Captains, and wielded power as such.

4. **Generate your Movement, Wounds, Fate, and Experience points as normal.** There is no change from Deathwatch Core here.

5. **Note your Starting Equipment.** Remember to note down your equipment from your specialty. A Legionary can swap out their pattern of bolter and bolt pistol with a variant pattern as desired, as detailed in Chapter 3 of this book. When selecting their armor, a player may generate their armor based on the tables in Chapter 3, or select between Mk2, Mk3, Mk4, and Mk5 armor if the GM allows. Armors do not generate histories - these histories are being newly forged, so they do not yet have the legacies of glory that armor marks 10,000 years later will have. Remember, Mk6 Armor was still in testing phase at this point (and can be made available if the GM deems it okay), and Mk7 and Mk8 power armor was not yet invented!

   Legiones Astartes possess the Legion Weapon Training talent, which grants the Legionary proficiency with Bolt, Chain, Melta, Plasma, Volkite, Power, Flame, Primitive, Las, Launchers, Solid Projectile, and Thrown weapons of all classes, as well as wargear unique to that Legionary's particular Legion. This supersedes the Astartes Weapon Training talent.

6. **Handle the Small Details.** Consider what your Legionary looks like, their Demeanor, what kinds of battles they fought in.

7. **Play the game.** Finally! For the Emperor / Warmaster!

The Eighteen Legions

"HELOTS SHOULD NOT TREAD THE SAME GROUND AS GODS, LEGIONARY."

-Executor Thexus, Paragon of Metal, offers his thoughts on the Republican Commandos' Squat support crew.

The eighteen legions of the Legiones Astartes were specialized in their methodology. Each had their own way of doing things, and certain legions would inevitably be called in for certain jobs. For example, the Night Lords Legion would be called in to pacify a system through fear, while the White Scars Legion would strike with their trademark lightning fast mounted raids.

The Legions available to the player are listed below, as well as a short description of each Legion. Each Legion will be detailed further in this section.

Dark Angels – The baseline template, specializing in swordsmanship and experimental tactics.
Emperor's Children – Duelists and Perfectionists, experts at single challenges and asymmetric warfare.
Iron Warriors – Stoic in the face of adversity, silently railing against their lot as siege breakers.
White Scars – Lightning strikes before the enemy can even mobilize.
Space Wolves – Proto-Legion acting as the Emperor's enforcers.
Imperial Fists – Digging in and fortifying, there is little that can dislodge an Imperial Fist.
Night Lords – Masters of fear and terror tactics, called only when worlds must be made examples of.
Blood Angels – Descending from on high into the bloodbath below.
Iron Hands – Durable specialists in vehicles and technology, to an unhealthy degree.
World Eaters – A legion punished by its Primarch, mindless berzerkers rushing into the fray.

Ultramarines – Organization, discipline, overwhelming force, for as long as the command chain holds.
Death Guard – Toxic environment specialists, for when a world itself must be poisoned.
Thousand Sons – A psychic legion with the best of intentions, drawing from the worst of sources.
Sons of Horus – A legion that excelled in all, but pride comes before the fall.
Word Bearers – All they wanted was a belief, a god to follow. They found four.
Salamanders – Proto-Legion built extra-durable in the fire and flame.
Raven Guard – Stealth-based legion that gradually shifted from domination to liberation.
Alpha Legion – Nobody knows what the Alpha Legion is doing. Not even the Alpha Legion.

Each Legion will have Characteristic Bonuses, a Solo Mode, a Squad Mode, and a Demeanor attached to it. These may be different than what one is used to in modern times – it was during the Great Crusade that the Legions were establishing the traits they would be known for. The World Eaters, for instance, held unrivaled bonds of brotherhood before the coming of Angron, while it took the exile of the Terran Raven Guard to the outer reaches of space for Corax to begin molding his troops into his force of freedom fighters. Regardless, each Legion was an effective fighting force in its own way, each Legionary a one man army in his own right, differing only by Legion traditions and specializations.

Perhaps it is a good thing the Legions were disbanded…

I - The Dark Angels

Ah…the Dark Angels, or "Angelis Tenebraium." Before they were obsessed with secrets in the 41st Millennium, theirs was a noble outlook. As the First Legion, it was their blessing to have been the personal army of the Emperor as the Great Crusade got started, and as a result, it was their organization and tactics, called "Hosts", that would be spread like a template throughout the rest of the proto-legions. Their size, the largest of all once, was brought in line through devastating campaigns, such as the mysterious Rangdan Xenocides.

Upon reunification with their primarch Lion El'Jonson on the death world of Caliban, the Legion's culture was reborn, mixing technological capability and invention of experimental tactics with the unyielding and insular culture of techno-barbarian knighthood. The knights of Caliban took to Terran weaponry with their typical expertise, while the many fighting styles of the Legion would ultimately condense into six "Wings" – the Dreadwing (Destroyer Operations and Xenotech), Stormwing (Line Infantry Operations), Ravenwing (Skirmisher Operations), Ironwing (Armor and Tanks), Deathwing (Linebreakers and Bodyguards), and Firewing (Subtlety, Intelligence, and Assassination).

It would often be said that the Dark Angels were the most "typical" of all the Legions, for all tactics originated from them. As a result, the Dark Angels Legionaries are able to do a little bit of everything, but do not truly specialize in any specific form of warfare unless they become part of the six Wings, the Hexagrammaton. Their experimental tactics would see everything tried and tested, from new uses of standard weaponry to even Archeotech and Xenotech looted from still warm corpses. Their armor, black as the void, was a terrifying sight to their enemies. Such is their need to prosecute wars to such a complete extent, however, that unless a foe is brought to complete ruin, even a successful operation will be deemed a failure.

Dark Angels Characters

Dark Angels Legionaries gain the following benefits: +5 Weapon Skill, and +5 to one Characteristic of the players' choice, the Member of the Order Demeanor, the Mastery of the Blade Solo Mode, the Experimental Tactics Squad Mode, and the Inviolate and Alone Drawback.

Solo Mode: Mastery of the Blade
Rank 1 Effect: When engaged in melee with an enemy with Weapon Skill bonus equal to or less than his own, and with a weapon classified as a sword (such as a power sword, chainsword, combat blade, Terranic Greatsword, Calibanite War blade, Calibanite Charge Blade, Paragon Blade, or other GM-Approved weapon), the Legionary decreases the difficulty of the Weapon Skill test to attack by one step (A Challenging (+0) test will become Ordinary (+10), for instance).
Improvements: At Rank 3, the Legionary ignores all penalties to Weapon Skill tests when wielding a sword. At Rank 5, the Legionary applies the benefits of his Solo Mode to all attacks with a sword, not just those against enemies with equal Weapon Skill Bonus. At Rank 7, the difficulty of Weapon Skill tests is decreased by two steps.

Squad Mode: Experimental Tactics (Attack Pattern)
Action: Full Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him may reroll Damage rolls if they are wielding Exotic or Legion-Specific weapons. The second Damage roll must be accepted.
Improvements: At Rank 5, activating this ability is a Half Action.

Legionary Drawback: Inviolate and Alone
Effect: A Dark Angels Legionary may never benefit from Willpower, Fellowship, or related bonuses granted by talents, traits, wargear, or other abilities of allies unless that ally is also a Legionary of the Dark Angels.

Demeanor: Member of the Order

The Order was an ancient band of knights from the world of Caliban, who were tasked with tracking and destroying the Chaos-tainted "Great Beasts" of the dark forests of Caliban. To take on Chaos Spawn of such prodigious size and ability with but primitive power armor and traditional swords took great skill and courage, and as one's skill at arms increased, one would be inducted deeper into the Order's mysteries. When the Primarch Lion El'Jonson destroyed the remaining Great Beasts and united the planet, these hunts would be replaced with crusade fleets of the newly reunited Dark Angels.

With the exception of the Order's scouts and outriders, the Ravenwing, each knight typically quested alone, separate from other crusade fleets, for only through individual prowess and glory would one ascend the Order's ranks. Each knight would become a master of many aspects of warfare over time, a dabbler in many fields, drawing upon the Hexagrammaton as needed to bolster weaknesses. The higher one ascended, the greater one's responsibility in the Dark Angels Legion would be. While those who reached the ranks of Grand Master could count on being a direct voice in their Primarch's ear, competition would be fierce, and those outside the Dark Angels would grow to gradually see the Legionaries as quiet, secretive, and taciturn, a development that would haunt them over ten thousand years.

Dark Angels Legion Advances

Advance	Cost	Type	Prerequisites
Drive (Choose One)	200	Skill	
Drive (Choose One) +10	400	Skill	Drive (Choose One)
Parry	200	Skill	
Parry +10	400	Skill	Parry
Pilot (Choose One)	200	Skill	
Pilot (Choose One) +10	400	Skill	Pilot (Choose One)
Scrutiny	200	Skill	
Scrutiny +10	400	Skill	Scrutiny
Tactics (Choose One)	200	Skill	
Tactics (Choose One) +10	400	Skill	Tactics (Choose One)
Tech Use	200	Skill	
Tech Use +10	400	Skill	Tech Use
Tracking	200	Skill	
Tracking +10	400	Skill	Tracking
Blademaster	800	Talent	WS 30
Paranoia	500	Talent	
Talented (Choose One)	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Weapon Tech	500	Talent	Tech Use +10, Int 40
Scion of the Hexagrammaton	1000	Talent	
Scion of the Hekatonystika	1000	Talent	

NEW TALENTS

SCION OF THE HEXAGRAMMATON

The Hexagrammaton is a battlefield organization unique to the Dark Angels, comprising six wings specialized into different ways of war. Loosely translated as "The Six Divine Ways", it is a refinement of the Dark Angels' original nine Hosts, each Wing distilling and refining its chosen combat style into one that would benefit the Legion as a whole. It is possible for a Legionary to advance in these organizations, eventually earning a permanent place in the Legion command structure.

When purchasing this talent, the Legionary selects one of the following Wings to represent his battlefield experience, and expertise. Once chosen, this may never be changed, so make your choice count.

THE STORMWING

The largest of the Wings, the Stormwing comprises Line Infantry and ordnance batteries. Their domain is close-order warfare and execution of setpiece battles. So populated is this wing that it is notoriously difficult to advance within it, and it is in constant flux. In addition to standard line infantry, it is this wing that comprised most of the Legion's Apothecarion.

The Legionary never suffers a total penalty to Ballistic Skill tests greater than -20.

THE DEATHWING

Linebreakers, Marksmen, and Duelists, the members of the Deathwing swear an oath to never leave the field of battle while enemies still stand, accepting death over dishonor or retreat. The Legion's veteran infantry are found here, armored in terminator plate, and the ranks of the Legion's bodyguard cadres and command structure are often drawn from this wing.

When engaged in melee with only a single opponent who is not engaged in melee with anyone else, the Legionary may reroll up to one failed Weapon Skill or Ballistic Skill test per round.

THE RAVENWING

Skirmishers and mounted warriors, the Ravenwing are an amalgamation of the survivors of the Hosts of Wind and Void, those who mastered strike and fade, and mobile tactics. The Ravenwing handles the Legion's reconnaissance, as well as orbital assault doctrine and dropzone clearance. Considered mavericks and glory hounds, members of the Ravenwing often find themselves out of favor with more prestigious wings.

The Legionary may add their Agility bonus to the distance they may Run, Charge, or Disengage.

THE DREADWING

The Dreadwing handles utter annihilation of the enemy, and specialize in massacre, purge actions, and Exterminatus. It is an evolution of the old Host of Bone, and still retains many of the ancient Terran Skandic ceremonies and blood rites. Within the Dreadwing are the Legion's Destroyers, and Librarians.

The Legionary ignores the effects of Difficult Terrain, and the penalty for Arduous Terrain is reduced to Difficult (-10).

THE IRONWING

Dedicated to overwhelming firepower, the Ironwing comprises the Legion's armored vehicles, dreadnoughts, and field artillery batteries. They would break fortresses easily, and mass war engines and heavy weaponry would shatter the enemy. The Techmarines of this wing would be despised by the Martian Mechanicum, such was the secrets they held.

The Legionary adds 1 to critical results against vehicles generated as a result of critical damage or Righteous Fury.

THE FIREWING

For some Legionaries, it is the subtleties of war that provides a draw. They find their home in the Firewing, who engage enemy command structure and supplies, breaking resolve instead of bodies. Their rituals and libraries could be dated back to Unity on Terra, as can much of their command structure, and the Firewing would be the only wing that would retain its Terran influences and actively resist Calibanite ways.

The Legionary gains the Hatred (Master-Class Enemies) talent.

New Talents

Scion of the Hekatonystika

Translated as "The Hundred Esoterik Arts" in the ancient lands of Mykene (Mycenae, Greece), these Orders were autonomous bodies of warriors dedicated to protecting the Legion's hard-won secret lore, like weaknesses of foes, or mastery of certain weapons. Equal parts scholars and warriors, and veiled in allegory and obscure symbolism, the Orders of the Hekatonystika would unite on the battlefield in groups called Cenobiums to lead the charge and advise officers in battle.

When purchasing this talent, the Legionary selects one of the following Order Tactica to represent his battlefield experience, and expertise. It is also suggested he make some background about his Order for the GM to work with. Once chosen, this may never be changed, so make your choice count.

Augur of Weakness

The Legionary is part of an Order that specializes in engaging armored columns, and can identify points of weakness in enemy vehicle armor. When targeting an enemy vehicle, the Legionary adds his Intelligence Bonus to damage inflicted if the facing he has targeted possesses Armor of 24 or greater.

Icon of Resolve

When charged, the Legionary utilizes ancient dueling tactica to maintain his footing against an uneven charge by enemies. When the Legionary is the target of a Charge action, or the enemy has the audacity to walk into melee with the Legionary, the Legionary may perform one additional attack in melee combat during his next turn, stacking with talents that grant additional attacks.

Guardian of Sanctity

The Legionary recalls the teachings of his Order against Psyarkana, and steels his mind against the machinations of the enemy. The Legionary gains the Abhor the Witch talent, and may reroll the result if failed.

Slayer of Kings

The Legionary has joined with others like him, who seek out enemy champions to humble. The Legionary's hidden techniques can turn his enemies' strengths against them. The Legionary may reroll failed Weapon Skill tests of up to one degree of failure if the enemy possesses a Weapon Skill characteristic of 50 or higher.

Hunter of Beasts

The Legionary is one of the original monster hunters of Caliban, or perhaps he seeks them out to improve himself. Regardless, the Legionary seeks out the greatest xenos monstrosities to slay. The Legionary may reroll damage results of 1 or 2 against enemies with the Unnatural Toughness (x2) trait, or all damage results against enemies with the Unnatural Toughness (x3) or higher trait.

Reaper of Hosts

The swirl of battle is home for this Legionary, and the teachings of his Order ensure he is able to rip and tear through waves of chaff the enemy sends against him. When the Legionary is outnumbered in melee combat, or he is engaging a Horde, the Legionary may perform one additional attack in melee combat, stacking with talents that grant additional attacks.

Breaker of Witches

Whether a veteran of the Rangdan Xenocides or a member of an Order that maintains lost psyarkana, the Legionary is an expert at breaking those who manipulate or exist within the Warp. The Legionary may reroll failed Weapon Skill and Ballistic Skill tests, and reroll damage results, against enemies under a beneficial psychic effect, enemies with a Psy Rating, and enemies with the Daemon or Daemon Engine trait.

III - The Emperor's Children

Drawn from the aristocratic population of Europa on Terra, the then cognomen-less Emperor's Children would carry with them an air of royalty wherever they went. Their mental conditioning would instill within them a drive for personal achievement and competition, an overwhelming need to be the individual best. They had the ability to naturally command "lesser" troops, and in time would be the only ones to bear the Palatine Aquila – the Imperial Eagle.

When much of their Gene-seed stocks were destroyed by rogue Selentite Cults and Xenos-engineered virus, the Legion began to die. It was not until the recovery of Fulgrim the Illuminator, that the Legion would recover, and be granted the name "Emperor's Children." Working alongside the Luna Wolves, the Emperor's Children would attempt to learn and refine other Legions' tactics, in an attempt to be the very best. It was with this pride, pride that bred resentment if they were unable to improve, that things began to go wrong. When Fulgrim found the Laer Blade, their fate was sealed.

The III Legion meticulously planned every operation it undertook, a rigid chain of command ensuring that orders were followed to the letter. While proved sufficient for exemplary battles such as the Defense of Tranquility against unknown crystalline xenoforms, and reduced losses significantly, a single mistake or change in conditions would throw everything out of whack, as was seen during the Compliance of the Praxil system.

Organized into Millennials, or chapter equivalents, in their downtime the Emperor's Children would practice their dueling with each other, using all sorts of weapons – even abhuman and xenos weapons were favored at times. There was little spoken, however, of the rampant transgenic blasphemies and outlawed medicae practices the Emperor's Children would perform on themselves at their Warrior Lodges in the name of perfection…

Emperor's Children Characters

Emperor's Children Legionaries gain the following benefits: +5 Weapon Skill, +5 Perception, the Sword of a Thousand Forges Demeanor, the Exemplar of War Solo Mode, the Martial Brotherhood Squad Mode, and the Martial Pride Drawback.

Solo Mode: Exemplar of War
Rank 1 Effect: When engaged in melee with only a single opponent who is not engaged in melee with anyone else, the Legionary may increase his initiative result by his Weapon Skill Bonus.
Improvements: At Rank 3, the Legionary scores an additional Degree of Success on all Weapon Skill tests. At Rank 5, the Legionary may increase his charge range by 3x his Weapon Skill bonus. At Rank 7, the Legionary scores an additional d5 Degrees of Success on all Weapon Skill tests instead of 1.

Squad Mode: Martial Brotherhood (Attack Pattern)
Action: Half Action **Cost:** 3 **Sustained:** No
Rank 1 Effect: Upon declaring this ability, a single Talent from the following list may be chosen and applied to the Legionary and his squad – Assassin Strike, Blademaster, Crippling Strike, Counter-Attack, Wall of Steel. The effects of the talent last until the start of the Legionary's next turn.
Improvements: At Rank 5, the ability may be Sustained, and the Legionary may swap the chosen Talent for another from the list as another Half Action.

Legionary Drawback: Martial Pride
Effect: As a Free Action, the Legionary must always attempt to Challenge the most important enemy on the field, and fight them in single melee combat. If an ally joins a melee with a Challenged enemy, the normal Ganging-Up bonuses are inverted, becoming penalties instead. If the Legionary's kill is INTENTIONALLY stolen by another, or he is defeated in single combat (by being forced to burn fate to live) or surrenders, he suffers a -10 to Willpower tests for the rest of the session, until he can calm his shit down. If there is no clearly important enemy, the Legionary is free to act as he deems necessary.

Demeanor: Sword of a Thousand Forges

Emperor's Children Legionaries see the duel as a mirror which reflects their essence, where skill, prowess, and aesthetic appreciation were one. No matter their Millennial, all found psychological solace in the equal battle between two combatants. A Legionary's weapon could be anything, sourced from anywhere in the Galaxy. Of note, however, a Legionary of the Emperor's Children would, if encountering a weapon of quality, be it human, abhuman, or even xenos, he would take it as a trophy, use it, master it, and integrate it into himself. An enemy would be defeated physically, but learning and using their own blade better than they ever could was defeating them spiritually. Each Legionary would have a chosen weapon, that he would lead his troops from the front with.

Weapons, tactics, strategies, the source could be anything – what mattered was the quality, and that the Legionary would wield or perform it better than the originator, with all the ostentatious flair the III Legion was known for.

Emperor's Children Legion Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Evaluate	200	Skill	
Evaluate +10	400	Skill	Evaluate
Evaluate +20	400	Skill	Evaluate +10
Parry	200	Skill	
Parry +10	400	Skill	Parry
Parry +20	400	Skill	Parry +10
Performer (Choose One)	200	Skill	
Performer (Choose One) +10	400	Skill	Performer (Choose One)
Performer (Choose One) +20	400	Skill	Performer (Choose One) +10
Trade (Remembrancer)	200	Skill	
Trade (Remembrancer) +10	400	Skill	Trade (Remembrancer)
Trade (Remembrancer) +20	400	Skill	Trade (Remembrancer) +10
Blademaster	500	Talent	WS30
Heightened Senses (Choose One)	500	Talent	
Lightning Reflexes	500	Talent	
Sure Strike	500	Talent	WS30
Duelist	500	Talent	WS35, Sure Strike
Inescapable Attack (Melee)	1500	Talent	WS40, Per 35

New Talents

Duelist

Through great training and experience, the Legionary has mastered single combat. While engaged in melee with only a single opponent who is not engaged in melee with anyone else, the Legionary counts as scoring an additional two Degrees of Success on his successful Weapon Skill Tests.

Inescapable Attack (Melee)

Such is the Legionary's skill that he can know the enemy's actions before the enemy can even formulate them. Successful melee attacks performed by the Legionary inflict a penalty on the enemy's Dodge and Parry tests equal to 5x the total degrees of success scored on the attack test

IV - The Iron Warriors

The Iron Warriors are the unsubtle battering ram of the Great Crusade, given over to siege and mass-theater warfare. While outwardly they showed no dissent, within the Legion there was discord from the very beginning. When the first recruits to the IVth Legion, then known as the "Corpse Grinders," were drawn from the gun-tribes of Sek-Amrak (theorized based on modern linguistics to be between modern Turkey and Iran, below the Caucasus region), they were immediately sent into attritional warfare, where troops were diverted from other Legions to the growing IVth. As the crusade stretched from Venus to Segmentum Solar and onward, the Legion would gradually lose its Terran identity under a tide of dead corpses.

When Perturabo was finally reunited with his legion, and the resultant decimation cleared out any immediate thoughts of dissent or slowdown, the Legion's stubbornness and ruthlessness would finally take center stage. They were given tasks of siege warfare, they would complete these tasks at any cost, and so were given more tasks. Perturabo and his Legion only destroyed – they were never given the chance to build. Perhaps this would be what led to their eventual fall, their pragmatism and logic providing little defense against moral exhaustion? It matters little.

In the Iron Warriors, the word of the commander is law. Sacrifices are mathematically calculated to ensure the exact amount of force required, a Legion that worked as a unified whole, and reshaped a battlefield to their will. Such was seen in the battle against the mysterious Black Judges, withered former humans kept alive by cybernetic war machines, nonetheless drowned by an overwhelming force of bodies, the accurate firepower of the newly formed Iron Havocs, and the strength of Perturabo himself. Now fighting as one, the newly renamed Iron Warriors would continue their work throughout the galaxy, to equations only they could solve.

Iron Warriors Characters

Iron Warriors Legionaries gain the following benefits: +5 Ballistic Skill, +5 Intelligence, the Hollow Crown Demeanor, the Wrack and Ruin Solo Mode, the Siege Breaker Squad Mode, and the Bitter End Drawback.

Solo Mode: Wrack and Ruin
Rank 1 Effect: The Legionary adds their Intelligence Bonus to the Penetration of weapons used against stationary structures and fortifications.
Improvements: At Rank 3, the Legionary becomes immune to Pinning. At Rank 5, the Legionary adds their Intelligence bonus to damage as well as penetration against structures and fortifications. At Rank 7, the Legionary may apply the benefits to missiles and artillery pieces fired. This may stack with the Wrecker talent.

Squad Mode: Siege Breaker (Attack Pattern)
Action: Half Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him may reroll Damage rolls against enemies in cover. The second Damage roll must be accepted.
Improvements: At Rank 5, for every attack that strikes and damages cover an enemy is in, the cover's value is reduced by an additional value equal to the Legionary's Intelligence Bonus.

Legionary Drawback: Bitter End
Effect: An Iron Warriors Legionary must perform a Difficult (-10) Willpower test to disengage from combat, back down from a fight, or retreat from a battlefield when there is an enemy ahead that he has the means to actively combat. Instead of retreating or leaving a battlefield, the Legionary may opt to remain on the battlefield a number of rounds equal to his Willpower bonus, after which he may retreat without test or penalty.

Demeanor: Hollow Crown

Iron Warrior Legionaries are good at what they do, but is that something to be proud of? Even a superhuman mind has limits, and a Legionary performing the same work over and over, knowing full well his life has little value beyond a number in an equation used to calculate Compliance will eventually begin to dig deep. Not even one's Primarch, a father to be looked up to in other Legions, will offer succor. The eye of Perturabo is fleeting, and those who catch it will often find it, and their fortunes, drift away with but a single mistake. The Legion is unforgiving, there is no relief from the unending siege, and deep down, every Legionary begins to question their purpose – if the thankless work of the Great Crusade is all one has to look forward to, then what comes next?

Perhaps some Legionaries stopped believing in the Great Crusade eventually stopped believing in its righteousness. Maybe some would finally snap under their internal doubts. All that is certain is that all who wear the Hollow Crown will become an empty vessel, filled with uncaring savagery, becoming a reflection of the horrors they perform.

Iron Warriors Legion Advances

Advance	Cost	Type	Prerequisites
Demolition	200	Skill	
Demolition +10	400	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Evaluate	200	Skill	
Evaluate +10	400	Skill	Evaluate
Evaluate +20	400	Skill	Evaluate +10
Tactics (Siege Doctrine)	200	Skill	
Tactics (Siege Doctrine) +10	400	Skill	Tactics (Siege Doctrine)
Tactics (Siege Doctrine) +20	400	Skill	Tactics (Siege Doctrine) +10
Trade (Armourer)	200	Skill	
Trade (Armourer) +10	400	Skill	Trade (Armourer)
Trade (Armourer) +20	400	Skill	Trade (Armourer) +10
Tech Use	200	Skill	
Tech Use +10	400	Skill	Tech Use
Iron Discipline	500	Talent	WP 30, Command
Wrecker	500	Talent	Int 40
Bombardier	500	Talent	BS40, Tech Use
Steady Hand	500	Talent	
Modify Payload	500	Talent	Tech Use
Storm of Iron	1000	Talent	

New Talents

Bombardier

The Legionary may make ranged attacks with weapons with the Indirect Quality targeting locations he cannot see as a Half Action instead of a Full Action as normal. When firing a weapon with the Indirect Quality or throwing a grenade, the Legionary rolls twice to determine the direction that his attacks scatters and may choose either result.

Steady Hand

The Legionary reduces Degrees of Failure on failed Demolition Tests by his Agility Bonus.

Modify Payload

If the Legionary prepares a grenade, missile, or round that has the Blast or Smoke Quality, he may make a Challenging (+0) Demolitions test. If he succeeds, the weapon increases Damage (if it deals Damage normally) and its Blast or Smoke Quality by 1, plus 1 for every three additional Degrees of Success. If he fails by a number of Degrees of Failure greater than his Intelligence Bonus, however, he accidentally triggers the device, causing it to detonate immediately.

V - The White Scars

Born of the open steppes of Mundus Planus, or in their terms, Chogoris, the White Scars were known to shun the company of their brother Legions. Preferring to always stay ahead, never in one place for long, the White Scars would outpace their Excertus Imperialis auxiliaries by lightyears, conquering new worlds in the Emperor's name before they could even set up. Such was their aloofness that when the Age of Darkness burned into being, neither Traitor nor Loyalist would know if they could count upon the White Scars.

The recruits of the V Legion were drawn from all over Terra (albeit slowed by the Geneseed Crisis that also affected the III and IX), but mainly the Thulean Basin of Greenland and the former Arctic Circle. Trained at first by the Luna Wolves on Luna, it was not until reunification with their primarch Jaghatai Khan that the Legion would take its identity. The Terran recruits did not take to Chogorian culture immediately, and many would find integration into the Khan's ways difficult. This would cause a great schism, as those who were trained by the Luna Wolves would swear loyalty to Horus, and those of Chogoris would rally behind their Khan. It was only once the Khan had purged his Legion of Terrans that a united front could finally be achieved.

Above all, the White Scars applied the horse archery tactics of their homeworld to their Legionary tactica. The hardest conditioning for a Legionary to break was that of "never stepping back." Using Jetbikes and Outrider Attack Bikes, the V Legion's hit and fade style would inflict great damage on an enemy, and retreat, striking at weak points and breaking the enemy. To their credit, praise was given lavishly where deserved, and it could be said there were fewer legions who believed so wholeheartedly in the Great Crusade as they did.

White Scars Characters

White Scar Legionaries gain the following benefits: +5 Agility, +5 Willpower, the Rider of the Talskar Demeanor, the Swift Action Solo Mode, the Eye of the Storm Squad Mode, and the Laugh in Death's Face Drawback.

Solo Mode: Swift Action
Rank 1 Effect: If the Legionary moves his Half Move distance or further from where he began the round (by making a half move, charging, solo modes, etc), he may choose to re-roll the damage result from the first hit he makes that round.
Improvements: At Rank 3, the Legionary may choose to increase the value of any protective field he possesses by +15 (Max PR60), instead of rerolling damage. If he does not already possess one, he instead gains a PR20 field that does not overload. The effect lasts until the start of the Legionary's next round. At Rank 5, the Legionary may reroll damage from all attacks he makes that round, not just the first hit. At Rank 7, the Legionary may apply both benefits of the Solo Mode to himself rather than picking one.

Squad Mode: Eye of the Storm (Attack Pattern)
Action: Free Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him may add the Legionary's Agility Bonus to their Initiative score, and gain a +10 to Command Tests to summon Strategic Assets.
Improvements: At Rank 5, the Legionary and those within support range of him may move an additional number of meters equal to the value of the Legionary's Agility Bonus, in addition to the benefits above.

Legionary Drawback: Laugh in Death's Face
Effect: The cost of Ground Vehicles and Ground Vehicle Assets without the Skimmer, Flyer, Drop Pod Assault, or Spacecraft special rule (except Bikes and Attack Bikes) are increased by 10%, rounding up.

Demeanor: Rider of the Talskar

White Scars Legionaries hail from the tribes of Mundus Planus, or Chogoris in their words. Their language, Khorchin, is exceedingly difficult to learn, as it is not fully a written language – it uses vocal inflections and subtle body shifts to complete thoughts. In a way, it mirrors the legion itself – transient, and personalized. It is said that the language is poetic because the people are – with nothing but empty steppes to look upon, what is better than to fill it with the sights of one's imagination? When one finally mastered Khorchin, one could say they had finally become a Chogorian, and gain the honor of riding amongst the Talskar, the Khan's adoptive tribe and masters of all they surveyed on Mundus Planus.

Like their words, the Legionaries of the V would flow and surge across the battlefield. Battle was in its own way poetry, and riding with the wind at your back and deep grinding laughter in your throat, every Legionary found joy in expressing himself. They may have been introverted to other Legions, but the White Scars, to each other, were brethren shaped by their shared adversity and experiences.

White Scars Legion Advances

Advance	Cost	Type	Prerequisites
Drive (Choose One)	200	Skill	
Drive (Choose One) +10	400	Skill	Drive (Choose One)
Drive (Choose One) +20	400	Skill	Drive (Choose One) +10
Pilot (Choose One)	200	Skill	
Pilot (Choose One) +10	400	Skill	Pilot (Choose One)
Pilot (Choose One) +20	400	Skill	Pilot (Choose One) +10
Navigation (Surface)	200	Skill	
Navigation (Surface) +10	400	Skill	Navigation (Surface)
Navigation (Surface) +20	400	Skill	Navigation (Surface) +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Tracking	200	Skill	
Tracking +10	400	Skill	Tracking
Tracking +20	400	Skill	Tracking +10
Tech Use	600	Skill	
Born in the Saddle	1000	Talent	
Hip Shooting	500	Talent	BS 40, Ag 40
Hit and Run	500	Talent	
Mounted Warrior	1000	Talent	Drive (Choose One) +20, BS30, WS30
Sprint	500	Talent	
Talented (Drive (Choose One))	500	Talent	

New Talents

Born in the Saddle

A Legionary mounted on a Bike or Jetbike of any kind does not suffer any penalty from the vehicle's size when performing a Dodge reaction, and may attempt to turn up to 180 degrees in any direction by increasing the difficulty of any Drive test by one degree, or attempting a Challenging (+0) Drive test if none would normally be required.

Mounted Warrior

The Legionary no longer suffers the -20 penalty to Weapon Skill or Ballistic Skill tests for attacking from a moving vehicle. Now, while I'm reasonably sure that Weapon Skill tests don't suffer a penalty from moving vehicles in this system, I'll keep that part in JUST in case I missed something.

Hit and Run

The Legionary may perform the Disengage action as a Half Action. If he instead takes a full action, he may move either his full speed if on foot, or double his tactical speed if mounted on a bike or jetbike of any kind.

VI - The Vlka Fenryka

Arguably one of the two most popular Legions in the entire game, the Space Wolves of the Age of Darkness have yet to go full wolf, unlike their brethren of the modern day. Of course, with Forge World at the helm, their history gets kind of weird.

The Space Wolves were one of three "proto-legions," the Trefoil, organized for highly specific purposes. In their case, the most barbaric and regressive of Terrans were reforged as a Legion with abysmally low geneseed acceptance rates due to the Canis Helix, and sent against enemies in a howling, unorganized mass of raging fire. This is where they would get their name, the Rout – a collective noun designating carrion jackals and mutant dogs of Terra that hounded refugees and wastelanders, creatures that were brave only against half dead and weakened enemies, keen only to fight when its victims were helpless.

Of course, with the reunification of the Wolf King, Leman Russ, on the artificially-manufactured death world of Fenris, things got better. While the Terran Space Wolves and the Fenrisian ones did not get along, such divisions were swiftly crushed as the Legion went into battle. Against the Orks of the Wheel of Fire, the Legion was reborn, no longer undisciplined bloodlust, the VI had become executioners, self-sufficient and beholden only to their Wolf King and the Emperor.

Against enemies such as the Silica Animus of Ashkellon, as observed by the Mechanicum, the Legion was remorseless in its attacks, striking with such accuracy that one would never think of with mere "barbarians." This was the image they projected for the rest of the galaxy. The VI Legion, the Space Wolves, would not need to face the bloodborne curse of the beast within for a long time, not until they journeyed to Prospero at the onset of the Age of Darkness, and first encountered the Curse of the Wulfen…

Space Wolves Characters

Space Wolf Legionaries gain the following benefits: +5 Perception, +5 Fellowship, the Executioners of Fenris Demeanor, the Bestial Savagery Solo Mode, the Hunter's Gait Squad Mode, and the Curse of the Wulfen Drawback.

Solo Mode: Bestial Savagery
Rank 1 Effect: The Legionary decreases the difficulty of Weapon Skill tests by one step when performing a charge action.
Improvements: At Rank 3, when the Legionary successfully kills an enemy or destroys a horde in melee, they may immediately make a single Half Move as a Free Action towards the nearest enemy they are able to harm. At Rank 5, the Legionary suffers no penalty to attacks performed through the Counter-Attack Talent. At Rank 7, when the Legionary successfully kills an enemy or destroys a horde in melee, they may immediately make a single Charge attack against a separate enemy in range as a Free Action. This may be performed despite the one attack action limit. This bonus attack cannot bounce to further targets should the new target be killed or destroyed as well.

Squad Mode: Hunter's Gait (Attack Pattern)
Action: Free Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him may add the Legionary's Agility Bonus to their Run speed, provided they are not wearing jump packs and Terminator Armor.
Improvements: At Rank 5, the Legionary and those within support range of him may add the Legionary's Agility Bonus to their Charge speed, provided they are not wearing jump packs and Terminator Armor.

Legionary Drawback: Curse of the Wulfen
Effect: When the Legionary successfully kills an enemy or destroys a horde in melee, they must make a Challenging (+0) Willpower Test. Failure of this test means the Legionary gains one level of the Devastating quality on his melee weapons (increasing by one for every failed test to a maximum of 10), but MUST prepare to charge the nearest enemy he is able to harm on his next round, as the beastly Curse of the Wulfen begins to manifest.

Such are the traditions of the Space Wolves that their Consuls may never take the Apothecary, Chaplain, Librarian, or Primus Medicae specializations. They are limited instead to the Wolf Priest of Fenris specialization in those regards.

DEMEANOR: EXECUTIONERS OF FENRIS

When Leman Russ rebuilt his Legion, his Legionaries were reborn, from those who preyed on the weak to deep-thinking warriors who wore the cowl of barbarian to throw their enemies off. They would be beholden only to the Wolf King and their Emperor, and no others. They would do what was ordered them. In the Legion's reformation in the Ork System known as the Wheel of Fire, a full third of the Legion died, but for every dead Legionary, thousands of orks perished. It was this battle not of conquest, but execution, that the Legion would become best known for. Their Primarch was a warlord, and every Legionary first and foremost a soldier capable of inflicting savage punishment against those they deemed "oathbreakers." Not even the Rangdan Xenocides, that had erased at least one full Legion prior, could stop the Space Wolves.

The "Wolves in shadow" would only ever truly hold comradery with the Dark Angels, who they fought alongside in the Xenocides, and held distant respect at best for other Legions, barely disguised indifference against most Excertus forces, and only reserved their outright scorn for the Thousand Sons. The Legion was inscrutable to all, and to the self-sufficient Space Wolves, this was fine. Theirs would be a silent history, and their executions of worlds remembered only by themselves.

SPACE WOLVES LEGION ADVANCES

Advance	Cost	Type	Prerequisites
Carouse	200	Skill	
Carouse +10	400	Skill	Carouse
Carouse +20	400	Skill	Carouse +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Scrutiny	200	Skill	
Scrutiny +10	400	Skill	Scrutiny
Scrutiny +20	400	Skill	Scrutiny +10
Tracking	200	Skill	
Tracking +10	400	Skill	Tracking
Tracking +20	400	Skill	Tracking +10
Wrangling	200	Skill	
Wrangling +10	400	Skill	Wrangling
Wrangling +20	400	Skill	Wrangling +10
Abhor the Witch	800	Talent	
Counter Attack	500	Talent	WS 40
Flesh Render	500	Talent	
Follower (Fenrisian Wolf)	1500	Talent	
Heightened Senses (Smell)	500	Talent	
Hatred (Psykers)	500	Talent	
Hardy	500	Talent	T40
Resistance (Psychic Powers)	500	Talent	
Saga of Blood and Night	1000	Talent	
Wisdom of the Ancients	1500	Talent	Int 40

New Talents

Saga of Blood and Night

The VI Legion did not fight according to the Principia Belicosa, preferring a more savage way, and the battlefield experiences that would shape them would produce a dark wisdom, unlike any other Legion. Thus did the Legion fight and die in service of the Emperor and their Wolf King, and shared battlefield protocol would eventually become law, echoing down ten thousand years.

When purchasing this talent, the Legionary selects one of the following Sagas to represent his battlefield experience, and expertise. Once chosen, this may never be changed, so make your choice count.

The Get of Wyrm

Over time, the Space Wolves have exterminated countless strange and terrible xenos threats to the nascent Imperium of Man, and those who begin to specialize in such campaigns find themselves requiring exotic weapons to combat them, and others in the future. The Legionary treats the Renown level of all Exotic weapons as one lower for the purposes of requisition, (For example, a Distinguished Exotic Weapon would be Respected for the Legionary), and gains the Fear (1) Trait.

The Howl of the Death Wolf

There are many who distrust the Space Wolves, and those who hear the howl of the beast borne within their blood, this distrust is often multiplied immensely. Once per encounter, the Legionary may let out a beastly howl, and may perform the Charge Action with his Run Speed.

The Hunger of the Void

For some Legionaries, their bloodlust is a thing of dark legend, and nothing can sate them. When the Legionary charges, he may perform an additional attack, with the charge bonus included. For example, a Legionary who can normally perform a single attack as a Charge Action may instead perform two.

The Waster of the Land

The Legionary is a master of breaking enemies out of their safe zones, chasing them into the very shadows themselves and coming up the victor. The Legionary ignores the effects of Difficult Terrain, and his ranged attacks at targets within 30 meters ignore armor points granted to the enemy by cover.

The Crown Breaker

For many Legionaries, there is no higher test of valor than to slay the enemy's champions. Hurling the bodies back is more addicting than any drug, and many will endure all damage to get their fix. The Legionary may reroll damage rolls of 1 or 2 against Master class enemies, and increases his level of Unnatural Toughness by 1 when fighting a single enemy.

The Shield of the Wolf King

Some Legionaries, unlike their brethren, have mastered their battle rage, serving as a reliable defensive bulwark for their allies. The Legionary and allies within 5x his Fellowship bonus in meters never suffers penalties to Fear tests.

The Head Taker

Perhaps the Legionary had been a part of the notorious Ravagers, the Fourth Great Company of the Space Wolves, or at least taken on measures of their brutality. Considered volatile or even insane by many, the Legionary is possessed of striking insight into an enemy's state of mind. The Legionary may reroll damage rolls of 1 or 2 against Troop and Elite class enemies.

Follower (Fenrisian Wolf)

Some Space Wolves get lonely. They write home, and are sent a pupper to be their friend! The Legionary gains a Fenrisian Wolf, as detailed in Deathwatch: First Founding, Page 108. If the Legionary spends an additional 500 XP when purchasing this talent, the Fenrisian Wolf is upgraded to a Cyber Wolf, gaining an additional level of the Unnatural Toughness trait, the Mechanicus Implants trait, the Improved Natural Weapons trait (and increasing their Bite penetration to 6), and the Counter-Attack Talent. Remember to always scratch behind their ears, for this makes for a happy doggo. If you don't, you will find yourself staring down your Fenrisian Wolf – it is said there are no wolves on Fenris, and the eyes that stare back seem almost…human.

"I had the pleasure of meeting the Praetors, multiple times. Of course, the pleasure was entirely one-sided – they despised me, and that was fine. The only thing that mattered was completing our shared missions. They would fight, and I would support from the shadows. When the Tiji Sector prospers, I prosper. The Imperium is my best customer, and I would hate to see business dry up.

Eventually, one fell. He died, fighting my 'kin.' I hold no real attachment to my fellows back in the Empire, but I can only imagine the rage that now absorbed him. Surprisingly, there was only pain and anguish, locked in a metal chassis, knowing only cold undeath. It is said the Space Wolf Contemptors are cursed, the occupants prone to unwarranted savagery. It is also said that those interred in Contemptors upon death are those who are especially violent. This pattern originated ten thousand years ago, I have noted, in the Horus Heresy. I wonder – has it always been this way, or have the Space Wolves created a self-fulfilling prophesy?"

-Excerpt of "Selenite Memories," the Memoirs of Shas'o Sio't Korst'la VII

IMPERIUM DATA STATE Model 75 RT 36.41K

VII - The Imperial Fists

When a location absolutely needed to be defended, one looked to the Imperial Fists. Drawn from all over Terra, the Imperial Fists would construct great citadels wherever they conquered. Described as the Emperor's unbreakable fists, the Imperial Fists would not only defend, they would crusade.

Once found on the world of Inwit, Rogal Dorn wasted no time in re-integrating with his Legion. Without pause or respite, the Imperial Fists crusaded and fortified, taking only fresh recruits from every world. They were adept at void combat, and their star fortresses were no less impregnable than their ground ones. The Fleets of the Imperial Fists were the largest of the Great Crusade. They were trustworthy and dependable, and in many campaigns of Compliance, the Imperial Fists were requested by the Emperor himself to be the vanguard or the defenders. The Fists and their Primarch, however, were blunt and uncompromising, as seen in the battle of the Araneus Cluster, defending the world that would one day be known as Necromunda against the enemy that would one day be known as the Necrons. For this reason, Dorn was passed up as Warmaster, in place of Horus. Dorn was given the role of Praetorian of Terra, and accompanied the Emperor while he began his Webway Project. This did not sit well with some.

Almost as if born of the same bloody womb, the Primarchs Perturabo and Rogal Dorn were immediately hateful of each other. Their legions were both siege specialists, but where one was pragmatic on the attack, the other was stoic on the defense. An unstoppable force met the immovable object, and the resultant fallout was impossible to contain. Alike to the point of outlook, Dorn's idealism clashed against Perturabo's despair. While history would declare the Imperial Fists the victor in the Age of Darkness, the truth is more unfortunate. The Imperial Fists who built the nascent Imperium died during the Great Crusade, and their culture and legacy would be extinguished a mere 1500 years later, replaced with an amalgamation of successors. Thus would end Dorn's most loyal sons, and one of the original Eighteen Legions.

Imperial Fists Characters

Imperial Fists Legionaries gain the following benefits: +5 Ballistic Skill, +5 Willpower, the Crusader of Stone Demeanor, the Disciplined Fire Solo Mode, the Unshakeable Defense Squad Mode, and the Blood and Honor Drawback.

Solo Mode: Disciplined Fire
Rank 1 Effect: The Legionary gains a +10 bonus to Ballistic Skill tests to fire Bolt weapons of all kinds, and the bolter component of combi-weapons.
Improvements: At Rank 3, the Legionary may ignore one penalty to his Ballistic Skill tests when firing Bolt weapons. At Rank 5, the Legionary adds their Intelligence bonus to damage as well as penetration against vehicles and enemies with the Daemon Engine trait. At Rank 7, the Legionary may fire Bolt weapons on semi and full auto settings as a half action, and retain the bonus +10 or +20 to hit.

Squad Mode: Unshakeable Defense (Defense Pattern)
Action: Half Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him are immune to pinning when claiming the defensive benefits of cover, or fighting from fortifications and barricades.
Improvements: At Rank 3, for every attack that strikes and damages cover the Legionary or an ally is in, the Legionary or his ally may perform a single-shot Ranged Attack against the enemy that fired as a Reaction. At Rank 6, the Legionary or his ally may perform a Semi or Full Auto Ranged Attack instead of a single-shot Ranged Attack.

Legionary Drawback: Blood and Honor
Effect: An Imperial Fists Legionary may not perform the Disengage Action against, and automatically fails Willpower tests to retreat from, melee combat against single enemies that he has the means to actively harm, under any circumstances. When fighting against single enemies, the Legionary must reroll Weapon Skill tests failed by one degree.

Demeanor: Crusaders of Stone

The people of Inwit, the icy homeworld of Rogal Dorn, are raised to endure and survive, nomadically travelling across the ice fields without complaint, stoically accepting all that happens. Thus it was with the Imperial Fists, nomadic crusaders amongst the stars, who conquered and fortified an unbreakable line against all that threatened the burgeoning Imperium of Man. At home in the cold void, the households of the breachers and warders of the Imperial Fists were second to none, just as they were on ground, where the fortresses they build would stand for ten thousand years. The outlook and drive of their primarch would be reflected in every Legionary, their optimism and pride at building the Imperium rivalled only by the Ultramarines.

The VII Legion's assault-configured units and heavy weapon squads were its pride, and combined with the largest fleet of the Eighteen Legions, proved to be an unbeatable combination, at least until the Age of Darkness. Accuracy and adaptability was all, with the humble terran Bolter the most trusted tool by far. With such tools, the crusaders would make incredible progress through any threats the galaxy could offer, and eventually, the greatest of these crusaders would band together.

They would be called the Templars.

Imperial Fists Legion Advances

Advance	Cost	Type	Prerequisites
Evaluate	200	Skill	
Evaluate +10	400	Skill	Evaluate
Evaluate +20	400	Skill	Evaluate +10
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Pilot (Spacecraft)	200	Skill	
Pilot (Spacecraft) +10	400	Skill	Pilot (Spacecraft)
Pilot (Spacecraft) +20	400	Skill	Pilot (Spacecraft) +10
Tactics (Siege Doctrine)	200	Skill	
Tactics (Siege Doctrine) +10	400	Skill	Tactics (Siege Doctrine)
Tactics (Siege Doctrine) +20	400	Skill	Tactics (Siege Doctrine) +10
Bolter Drill	1000	Talent	
Last Man Standing	500	Talent	
Mastery of Space	1000	Talent	Ag 40, Pilot (Spacecraft) +20
Siegecraft	500	Talent	
Stalwart Defense	1000	Talent	
Void Tactician	500	Talent	Int 35

New Talents

Mastery of Space
The Imperial Fists's mastery of fleet actions meant a number of them were effective void captains. The Legionary may reroll all failed Tests with Maneuver Actions aboard a voidship.

Siegecraft
Imperial Fists have fortified this position. The Imperial Fist may improve the Armor Points of a number of pieces of cover equal to the Space Marine's Rank by a number equal to his Intelligence Bonus. Unlike Techmarines, the Legionary requires some time, and the process takes 1d5 hours.

Void Tactician
The Legionary's experience with ground combat is transferred to void operations, where close assault operations are measured in kilometers. The Legionary gains a +10 bonus to firing voidship weapons such as macrobatteries, lances, and nova cannons. This bonus does not apply to torpedoes.

VIII - The Night Lords

The Night Lords did not merely embrace the darkness, they were born in it, molded by it. Even their origins were formed from suffering, its first recruits drawn from the children of the sunless prison sinks of Holy Terra. They were paired with geneseed that boosted their traits, their already pale skin became superpale, and their night vision was improved to monstrous levels – the better to hunt in the darkness with. They would be deployed against those who committed crimes so heinous mere crushing was not enough – there would be retribution. From the very beginning, there were those who wondered if such beings ever held any sort of nobility.

Things did not improve when the Legion was reintroduced to their Primarch. Conrad Kurze, the Night Haunter, was a nutjob possessed of perfect foresight, his prophesies always coming true. Found on Nostramo, a sunless world of suffering and corruption, the Night Haunter was a perfect fit, a king crazy amongst lunatics. But even then, his Legion of Terrans still had a purity of purpose, of retribution. The introduction of native Nostramans would slowly devolve the Legion into little more than a glorified gang. Ultimately, even the Emperor would have his concerns, but at the turn of the Age of Darkness, there was little even he could do, for the Horus Heresy had entered full tilt, Nostramo would be purged by Curze's own hand, and their recruitment systems annihilated by legions of Blackshields.

While specializing in terror tactics and retribution, at least on the outside, the Legion maintained a full armorium. In such battles such as the return of the Crimson Walkers of Hive Vhnori of Terra, and the Conquering of Veleshkar, the Legion would use the full arsenal available to it, wreaking havoc and anarchy all about. It was the Winnowing of Aeschylrai, however, that the Night Lords would display their true faces – the destruction of both loyal and noncompliant, their screams broadcast over vox, their corpses worn as armor trophies, their cities massacred to show the folly of rebellion. All would learn to fear the battle cry, "We have come for you."

Night Lords Characters

Night Lords Legionaries gain the following benefits: +5 Strength, +5 Agility, the Children of Misrule Demeanor, the From the Shadows Solo Mode, the Talent for Murder Squad Mode, and the Nostraman Blood Drawback.

Solo Mode: From the Shadows
Rank 1 Effect: Concealment and Silent Move tests made in darkness or other environmental hazards that impair visibility are two steps easier in Difficulty.
Improvements: At Rank 3, the Legionary gains a Fear Rating of 1, or increases his Fear Rating by 1, the first round after exiting concealment and entering combat. At Rank 5, the Legionary gains a PR30 defensive field, which does not overload, the first round after exiting concealment and entering combat. This defensive field disappears at the start of his next round. At Rank 7, the Legionary may make Concealment and Silent Move tests as a Free Action, and may do so even while being observed.

Squad Mode: Talent for Murder (Attack Pattern)
Action: Half Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him in the same combat gain a bonus of +10 to Weapon Skill, Ballistic Skill, and the Felling (1) Quality on their melee weapons and pistols when they outnumber the enemy in melee combat. If a Legionary is wearing Terminator Armor, he counts as two Legionaries for the purposes of outnumbering. If the Legionary is a Dreadnought, he counts as five Legionaries.
Improvements: At Rank 5, the Legionary and those within support range gain a further bonus to Weapon Skill and Ballistic Skill equal to 10x the number they outnumber the enemy by. For example, outnumbering by 2 grants a bonus of +20.

Legionary Drawback: Nostraman Blood
Effect: When the Legionary fails a Fear test, he must retreat his Full Move distance away from the source of the Fear test in addition to the results of the failed Fear test. When the Legionary fails a Pinning test, he may choose to retreat away from the enemy using his Full Move speed as a Full Action rather than suffering the effects of Pinning.

Demeanor: Children of Misrule

Loyalty to one's gang was everything on Nostramo. As the Great Crusade progressed, the Night Lords Legion would gradually break down from the dictates of the Principia Bellicosa to a horrific mishmash of gang culture, where only the strongest and the fittest would survive. Terran survival tactics mixed with Nostraman murder arts, to create Legionaries that only respected those more skilled than them, and those who did not fall in line, dead. Murderers and criminals, all given the power of demigods. Even Conrad Kurze would begin to hate his Legion, as he realized that fear would require a constant presence, one he would be unable to provide as Nostramo collapsed into anarchy.

The Legion's assault troopers and infiltrators were highly skilled, and their mastery of psychological warfare was second to none. The Legion could wield fear as a weapon, and a world could collapse without a shot fired as part of their tactics. Even murderers and criminals love their fathers, however, and as the Legion began to collapse apart, only their respect for their Primarch, tenuous as it would be, would be the only thing holding them together. Beyond this, the Night Lords were a Legion almost set up from the beginning to fail, as they became one with the horrors of the galaxy.

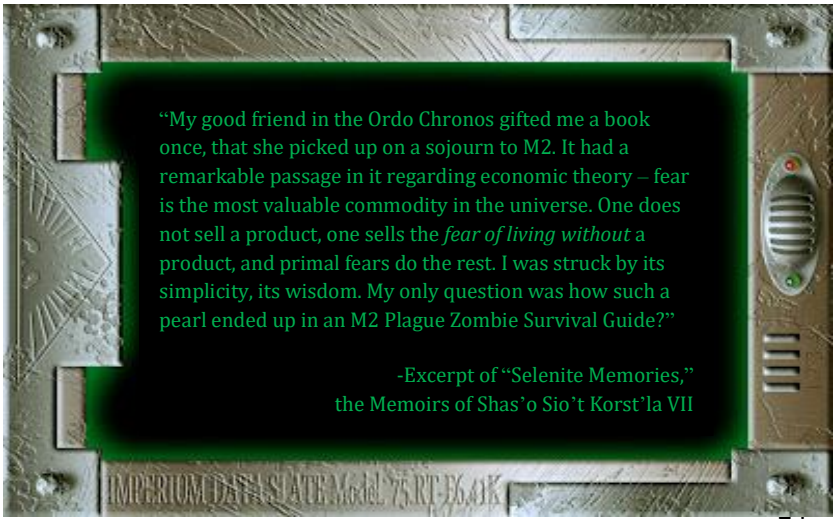
Night Lords Legion Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	400	Skill	Concealment
Concealment +20	400	Skill	Concealment +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Silent Move	200	Skill	
Silent Move +10	400	Skill	Silent Move
Silent Move +20	400	Skill	Silent Move +10
Shadowing	200	Skill	
Shadowing +10	400	Skill	Shadowing
Shadowing +20	400	Skill	Shadowing +10
Double Team	500	Talent	
Jaded	500	Talent	WP30
Paranoia	500	Talent	
Street Fighting	500	Talent	
Spectral Haunter	600	Talent	Intimidate +20
Dark Sight	300	Trait	
Fear (1)	1000	Trait	

New Talent

Spectral Haunter

Night Lords are for their ability to utilized darkness and adverse conditions to harass their prey. Bonuses granted to Concealment and Silent Move tests by visual and environmental conditions are doubled, and penalties to enemy Weapon Skill and Ballistic Skill tests to hit the Night Lord due to visual or environmental conditions are doubled as well.


"My good friend in the Ordo Chronos gifted me a book once, that she picked up on a sojourn to M2. It had a remarkable passage in it regarding economic theory – fear is the most valuable commodity in the universe. One does not sell a product, one sells the *fear of living without* a product, and primal fears do the rest. I was struck by its simplicity, its wisdom. My only question was how such a pearl ended up in an M2 Plague Zombie Survival Guide?"
-Excerpt of "Selenite Memories," the Memoirs of Shas'o Sio't Korst'la VII

IX - The Blood Angels

The Blood Angels undergo by far the most strenuous of transformations. The rad-soaked aspirants of Baal are infused with the very blood of their Primarch, and transformed from hunched, crippled mutants to paragons of the human form. Each is an echo of their Primarch, Sanguinius the Angel, and though fatality rates were obscenely high, each Legionary proved themselves a survivor. There were, however, drawbacks – Sanguinius had passed on to his sons a pair of terrible flaws, one a psychic link to him that would share their pain, and another that would be known as the Red Thirst. A Blood Angels Legionary possessed cause and purpose bordering on fanaticism, but when their defenses were weakest, when this purpose was challenged, the Legionary would lose control to the Thirst, and tear apart everything nearby. Even Sanguinius was terrified, for such flaws could see the destruction and erasure of his Legion. The only one he confided to regarding this terrible secret was his most beloved brother, Horus.

In battle the Blood Angels struck as a unified Host of Angels, an incarnation of wrath against those who reject Compliance and Unity. Blazing assaults against the points of strongest resistance would pave the way for preternatural fury in melee combat, as enemies were scoured from existence. Shock and Awe was the word of the day, as enemy resistance would be shattered in a single, devastating blow. Entire worlds would cower against the descending "red angels," brought to compliance in a single day of Revelations, the tide of carnage only receding when every single noncompliant recidivist was annihilated.

Blood Angels Characters

Blood Angels Legionaries gain the following benefits: +5 Weapon Skill, +5 Agility, the Host of Angels Demeanor, the Encarmine Fury Solo Mode, the Fires of Heaven Squad Mode, and the Red Thirst Drawback.

Solo Mode: Encarmine Fury
Rank 1 Effect: The Legionary gains the Felling (1) Quality on all melee attacks.
Improvements: At Rank 3, the Legionary may reroll damage results from Melee attacks while under the effects of Frenzy. At Rank 5, the Legionary gains the Felling (2) Quality on all melee attacks. At Rank 7, the Legionary's melee weapons gain the Vengeful (8) Quality.

Squad Mode: Fires of Heaven (Attack Pattern)
Action: Half Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, whenever the Legionary and those within support range of him kill an enemy with a weapon from the Volkite, Flame, or Melta class of weapon, all enemies in the Legionary's Support Range must immediately make a Pinning Test.
Improvements: At Rank 3, the ability applies to all weapon classes wielded by the Legionary and allies. At Rank 6, the Pinning Test is replaced with a Fear test, resolved at Fear (1).

Legionary Drawback: The Red Thirst
Effect: When the Legionary is reduced to Critical Wounds, he immediately enters a terrible Frenzy, even if he does not possess the talent. This Frenzy lasts for a number of rounds equal to 10 minus the Legionary's Willpower Bonus, minimum 1 round. He will attack the nearest living being, be it ally or enemy. The Legionary increases his Unnatural Strength modifier by +1, and will heal wounds equal to an amount equal to his unmodified toughness bonus on every successful attack if this enemy was a living being, as he bathes in and consumes the blood spraying everywhere. However, while under the effects of the Red Thirst, the Legionary loses the benefits of the Unnatural Toughness Trait. Time for the Legionary to let'er rip…

At Rank 3, the Frenzy lasts for a number of rounds equal to 7 minus the Legionary's Willpower Bonus, minimum 1 round. At Rank 7, the Legionary learns some semblance of control over the Red Thirst, and may enter it or leave it voluntarily as a Full Action.

Demeanor: Host of Angels

To be a Blood Angel was to be raised from nothing, into a stalwart soldier of the unstoppable Great Crusade. Even before the Age of Darkness dawned, the Blood Angels delighted in undertaking arts of beautification and construction, producing sculpture and portraiture from mere stone and canvas as they themselves were formed, and were greatly saddened against human worlds who resisted Compliance. Against the xenos threat, however, there would be no compassion. Against enemies such as the Orks of Kayvas or the mind-altering Nephilim, such creatures would be pursued relentlessly and destroyed. Xenos threats such as the Megarachnids of Murder would provide an ideal demonstration ground for the Legion's perfected shock and awe tactics.

The Blood Angels were one of the more personable Legions, beneath only the Salamanders, and it was for this reason that Roboute Guilliman, when establishing his Imperium Secundus, declared Sanguinius the new Emperor, much to his consternation. The Blood Angels would be figureheads, demonstrating all the righteous values of the Imperium, an isle of civilization in what was perceived as galactic ruin. The Blood Angels and their Primarch, while not overly specialized in any degree, exhibited the greatest blend of the Emperor's qualities, and thus were popular and loved by all.

Blood Angels Legion Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Charm	200	Skill	
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Tactics (Shock and Awe)	200	Skill	
Tactics (Shock and Awe) +10	400	Skill	Tactics (Shock and Awe)
Tactics (Shock and Awe) +20	400	Skill	Tactics (Shock and Awe) +10
Trade (Remembrancer)	200	Skill	
Trade (Remembrancer) +10	400	Skill	Trade (Remembrancer)
Trade (Remembrancer) +20	400	Skill	Trade (Remembrancer) +10
Assassin Strike	500	Talent	
Battle Rage	400	Talent	Frenzy
Berserk Charge	600	Talent	
Frenzy	400	Talent	
Furious Assault	600	Talent	WS35
Radiant Presence	500	Talent	Fel 40

New Talent

Radiant Presence

The Legionary is idolized by his allies, and they look up to him as a beacon of stability. The Legionary and Allies within support range gain a +10 to Willpower Tests to resist Fear or against Intimidation attempts. This ability affects all allies close to the Legionary, though not the Legionary himself.

X - The Iron Hands

The Iron Hands, once known as the "Iron Tenth" and the "Storm Walkers," were an uncompromising hammer that smashed every enemy they faced. Drawn from the Qavitine Plate Cities and the Solus Stellax Bloc (Based on linguistic patterns, this is believed to correspond to the lands once occupying the Adriatic Sea, Sicily, and Albania), the Iron Hands were granted a fierce pride in a warrior ancestry that predated them by millennia. Practicing a tactic known as Hammer and Storm at first, the Legion would deploy auxiliaries to bait the enemy out, kicking up a storm, before dropping themselves in as the hammer and blasting them apart. Thus was the "Storm Walkers" coined, but this name would be dropped mere years later, as the Primarch of the Iron Tenth had been found.

On the world of Medusa, a cold, barren world surrounded by a great orbital station, Ferrus Manus, the Iron Handed giant, would remake both society and his Legion. The Iron Hands would be forged into a literal engine of war, possessed of purest logic and reason, confronting all enemies head-on, and specializing in linebreaker and armored operations. Over time, their beliefs would shift, auxilia forces once held in respect now viewed with contempt for their observed weakness. The Iron Hands had become conquerors, not liberators, and the constant need to face enemies up front began to take its toll – more and more of the Legion had determined that, as they took more damage, the "flesh was weak," and would be replaced with cybernetics. There was no room for weakness in the Iron Hands, a viewpoint first supported by Ferrus Manus, but soon even he began to observe a growing mania in his legion. He resolved to take steps to stem it, and reconcile who the Iron Hands were and building themselves into, with what they could be.

He never got the chance. A close shave from Fulgrim ended that.

The Iron Hands were the first to lose their Primarch, and as a result, many went violently insane. Was their primarch weak? Were they? It would be the start of an obsession that would fester and grow from the Age of Darkness over the next ten thousand years.

Iron Hands Characters

Iron Hands Legionaries gain the following benefits: +5 Ballistic Skill, +5 Toughness, the Mechanicum Implants Trait, the Medusan Inheritance Demeanor, the Inviolate Armor Solo Mode, the Stand and Fight Squad Mode, and the Rigid Tactics Drawback.

Solo Mode: Inviolate Armor
Rank 1 Effect: The Legionary increases his Toughness Bonus by 2 against enemy shooting attacks.
Improvements: At Rank 3, the Legionary reduces damage an enemy inflicts on a vehicle he is within by a value equal to his unmodified Toughness bonus. At Rank 5, the Legionary increases the level of his Unnatural Toughness by 1 against shooting attacks. This replaces the Rank 1 Effect. At Rank 7, the Legionary gains the Regeneration (X) trait, where X is equal to half his unmodified Toughness Bonus, rounding up.

Squad Mode: Stand and Fight (Defense Pattern)
Action: Half Action **Cost:** 2 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him reroll failed Willpower-based tests such as Pinning, Shock Table results, or effects of Psychic Powers, that would cause the Legionary to retreat.
Improvements: At Rank 5, the Legionary and those within support range of him ignore effects such as Pinning, or effects of Psychic Powers, that would cause the Legionary to retreat.

Legionary Drawback: Rigid Tactics
Effect: When the Legionary or his squad fails to complete a Primary Objective or Secondary Objective of a mission, or the mission itself, the Renown loss is doubled. In addition, if the Legionary fails a Command test to summon or command an Allied Asset, the Legionary suffers a -10 penalty to further Command tests to command Allied Assets, as butthurt and rage at their weakness overtakes him. Finally, the Requisition costs of Jump Packs, Bikes of any kind, and Jetbikes are increased by 10%, rounding up if necessary.

Demeanor: Medusan Inheritance

Medusa, homeworld of the Iron Hands, had descended into barbarism, but its technological wealth remained relatively intact. Though suffering great damage, the Telstarax, the orbital ring surrounding the world, was salvageable. Amongst the ruins of Medusa did Ferrus Manus uplift his people. Mobile, semi-tribal clans, these were a savage and unforgiving people, who travelled and defended great land-crawlers. Ferrus Manus did not desire worship or offer peace, but he did demand obedience as he beat the clans of Medusa into line. He would do the same to his Legion, brute forcing the Terrans and Medusans into one unified force under his will. Only the most psychologically suitable recruits, those who were strong, warlike, and fit, would be taken as aspirants to join the growing Iron Hands Legion from Medusa and conquered worlds.

Over time, however, even the Gorgon began to mellow out. He was, after all, a builder. "The Flesh was Weak," coined by his brother Vulkan, was a commonly said term, initially indicated to mean shearing off of personal weakness to replace with cybernetics, but in actuality meant a celebration of what the human spirit could achieve – the Flesh may be Weak, but deeds endure. Flesh comes to an end one day, but the legacy one leaves should be one that others are proud to inherit. It was a noble sentiment, and one that would be cut short just as the Gorgon was, and the Legion would lose their collective fucking minds.

Iron Hands Legion Advances

Advance	Cost	Type	Prerequisites
Drive (Choose One)	200	Skill	
Drive (Choose One) +10	400	Skill	Drive (Choose One)
Drive (Choose One) +20	400	Skill	Drive (Choose One) +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Tech Use	200	Skill	
Tech Use +10	400	Skill	Tech Use
Tech Use +20	400	Skill	Tech Use +10
Autosanguine	500	Talent	Mechanicum Implants
Peer (Mechanicum)	500	Talent	Int (30)
The Flesh Is Weak (x3)	500	Talent	
Cybernetic Boost	500	Talent	Tech Use
Cybernetic Calibrations	700	Talent	Tech Use +10, Cyb. Boost
Tank Hunter	500	Talent	

New Talents

Cybernetic Boost

As a Half Action, the Legionary may spend a Fate Point and make a Challenging (+0) Tech-Use Test. If he succeeds, he increases the current value by of his Unnatural Strength OR Unnatural Toughness by +1. This persist for a number of Rounds equal to his Intelligence Bonus. The Legionary may end the effect at any time. At the end of each Round in which the character allows it to persist, he gains 1 level of Fatigue.

Cybernetic Calibrations

All of the Legionary's cybernetics count as being one level of Craftsmanship higher than their base Craftsmanship (so for instance, a Poor Craftsmanship bionic arm would become Common Craftsmanship, or a Good Craftsmanship limb would become Best Craftsmanship).

Tank Hunter

When making a ranged attack against a vehicle or enemy with the Daemon Engine trait, the Legionary adds his Ballistic Skill Bonus to the Penetration value of his weapon.

XII - The World Eaters

The World Eaters are a "Legion" in name only. Their bonds of brotherhood were perhaps the strongest of all the Legions once, but once reunified with their genefather, it all went downhill. These Legionaries, once known as the War Hounds, were drawn from all over Terra for their inherently aggressive and competitive natures, would first see battle in the Sa'afrik Liberation, and the Cerberus Insurrection against surviving Thunder Warriors. Split up into multiple reserves to augment other Legions' fleets, they would provide the killing strike in complete slaughter, leaving foes in no condition to resist. Like all brothers, they would fight and beat each other down, but though their reputation as annihilators grew, battles would always come down to one fact – in the end, there would be either zero enemies left, or zero World Eaters left. Never would there be a middle ground.

And then came the Red Angel. Angron had been found, and after the Emperor's rather disastrous first contact, had been left with his legion, destroyed its command structure, and was only mollified through the actions of a brave Captain named Khârn. Angron had possessed a fearsome charisma, unbreakable conviction, unstoppable strength, and a brutal idea of honor that spoke to the nascent World Eaters at first. However, Angron was flawed. The Butchers' Nails within him had eaten away and replaced parts of his brain – they would sing to him, and the damage done was so severe not even the Emperor could fix it. Angron was a timed weapon, to be used until dead, and he never forgave his father for taking him from what he saw as his TRUE brethren. The World Eaters would gradually begin to take the Butcher's Nails into themselves, in an attempt to understand their genefather, their Terran culture of brotherhood destroyed under Angron's uncaring gaze.

What son does not idolize and seek to emulate his father, no matter what their father may do? Angron did not care for the actions of his genesons – the loyal War Hounds died, and the blood-crazed World Eaters were born.

World Eaters Characters

World Eaters Legionaries gain the following benefits: +5 Weapon Skill, +5 Strength, the Savage Tide Demeanor, the Incarnate Violence Solo Mode, the Bloodlust Squad Mode, and the Blood Madness Drawback.

Solo Mode: Incarnate Violence
Rank 1 Effect: The Legionary may reroll damage results of 1 or 2 on attacks performed as part of a Charge action.
Improvements: At Rank 3, the Legionary gains a +10 bonus to Weapon Skill tests when fighting a single enemy in melee combat. At Rank 5, the Legionary may reroll all damage results on attacks performed as part of a Charge action. At Rank 7, the Legionary may perform one additional attack in melee combat, stacking with talents that grant additional attacks. For example, a Legionary with Swift Attack may perform three attacks rather than two, or four instead of three if dual wielding melee weapons.

Squad Mode: Bloodlust (Attack Pattern)
Action: Half Action **Cost:** 3 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, if the Legionary or those within support range of him fail a Fear test, they may make a second Challenging (+0) Willpower test. If this test is passed, the Legionary is considered to have passed the Fear test, and gains the benefits of the Hatred talent against the enemy who caused the Fear test.
Improvements: At Rank 5, the Legionary and those within support range of him ignore the enemy's Fear rating, and gain a bonus to Weapon Skill tests against that enemy equal to 10 times the enemy's Fear Rating.

Legionary Drawback: Blood Madness
Effect: After killing an enemy in melee combat, the Legionary must make a Challenging (+0) Willpower Test. If this test is failed, on his next round the Legionary must move towards or charge the nearest enemy he is able to harm. If there is no enemy he is able to harm, he may act normally. However, the Legionary gains a +5 bonus to Weapon Skill for every enemy killed during the encounter in melee, until the end of the encounter.

Demeanor: Savage Tide

While nominally the World Eaters were capable of all manner of warfare, its Legionaries by far favored direct assault and Zone Mortalis operations. Armored vehicles were a tactical means to an end – the Legion's best weapons were its Legionaries, and the faster they could be delivered into combat, the better. Over time, as the tenuous links to Terra were lost in favor of Angron's gladiatorial practices, even these would slowly be abandoned in favor of mass charges. Over time, some would be lost. These Red Butchers would be isolated from the rest, while the Caedere Rampagers, those who took to the cybernetics derived from the Butcher's Nails better than their compatriots, would lead the eternal bloody vanguard.

While shunned by most, and held in fear by Auxilia allies, there were those who recognized the World Eaters. The Luna Wolves and White Scars, while not allies in any sense, were among those who professed acknowledgement and some admiration of the Legion. Mechanicum and Titanicus forces of the fringes of the Imperium also swore their loyalty after such exemplary battles such as the Slaughter of Golgotha. But, for most of their existence, the Legion could only count on its bonds of brotherhood within itself, veterans of a thousand battles joined together in competition and bloodlust, until even this was taken from them in an eternity of slaughter in the name of an eternally thirsting god of blood and skulls.

World Eaters Legion Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Berserk Charge	500	Talent	
Crushing Blow	700	Talent	S40
Combat Master	500	Talent	WS 30
Flesh Render	500	Talent	
Furious Assault	600	Talent	WS35
Frenzy	400	Talent	
Hatred (Choose One)	400	Talent	
Avatar of Slaughter	500	Talent	Intimidate +20, S45
Unstoppable Wrath	700	Talent	Survival +10, T45
Brutal Charge	500	Trait	

New Talents

Avatar of Slaughter

During combat, the Legionary may make a Challenging (+0) Intimidate tests as a Half Action. If this test is successful, enemies with line of sight to the character to make a Difficult (–10) Willpower Test. If they fail, they suffer a –20 penalty to target the Legionary for a number of turns equal to the Legionary's unmodified Strength Bonus. This penalty stacks with any other penalties and modifiers.

Unstoppable Wrath

During combat, the Legionary may make a Challenging (+0) Toughness Test to ignore the effects of environmental hazards like void, extreme heat, or extreme cold, Fatigue, or even Death for a single Round. This Trait may only be used to ignore a Critical Result of Death once per combat encounter.

XIII - The Ultramarines

The Ultramarines, once known as the War-Born before reunification with their Primarch, were first drawn from varied sources on Terra, united by the fact that each source was brought to the brink of destruction by the Emperor's reunification armies. They were known for their mass human wave tactics, rivalry of achievements with other legions, and tendency to guard their "honor" well. They also had the curious tendency of individualistic battlegroups that would take names and heraldry from allies and conquered worlds.

It was not until the reunification with the Primarch Roboute Guilliman, and the subsequent re-organization, that the Legion would be known as the ordered, dutiful, meritocratic engine it is today. Adapting the Principia Bellicosa into a formation known as the Logos Lectora, the Ultramarines could face any threat reliably. To Guilliman, the perfect statesman, the Legion was more than warriors, it included a chain of supply, the ships that transported them, the recruiting worlds, all was linked together in a web of cooperation, and all needed to be controlled. Every world would not only be conquered, but rebuilt, set up as a fully functioning member of the Imperium, before moving on. This would create a gradually increasing Realm of Ultramar, until at least the dawn of the Age of Darkness.

When the Horus Heresy finally entered full swing, the Ultramarines, Blood Angels, and Dark Angels would be isolated behind the Ruinstorm, a galaxy-spanning Warp Storm that would be an ominous premonition of the Cicatrix Maledictum ten thousand years later. The three Legions, complete with loyalists of traitor legions, and a xenotech structure called the Pharos, attempted to hold what was left of the Imperium together in what they called the Imperium Secundus. When the Emperor was found to be still alive, the project was cancelled, and the three Legions would rush to Terra as fast as they could. Though the Dark Angels and the Blood Angels would make it to Holy Terra in time, the Ultramarines would be too slow to make a difference, a realization that would pain the Lord of Ultramar for almost ten thousand years.

Ultramarines Characters

Ultramarines Legionaries gain the following benefits: +5 Intelligence, +5 Fellowship, the Eagle of the East Demeanor, the Certainty and Resolve Solo Mode, the Interlocking Tactics Squad Mode, and the Rigid Chain of Command Drawback.

Solo Mode: Certainty and Resolve
Rank 1 Effect: The Legionary never suffers penalties to Fear tests, Command tests used on allied assets, or Command / Fellowship tests used to resist Cohesion damage. This ability continues to function in Squad Mode, but only if the Ultramarines Legionary is Squad Leader.
Improvements: At Rank 3, the Legionary may make a Challenging (+0) Command test on an allied Horde asset as a half action. If the test is successful, the Horde regains magnitude equal to 1d10 + X, where X is the Degrees of Success on the Command Test. At Rank 5, once per combat, the Legionary may automatically pass one command test used on allied assets with a number of degrees equal to his Fellowship bonus. At Rank 7, the Legionary grants the Rank 1 Effect of this Solo Mode to his allied Legionaries.

Squad Mode: Interlocking Tactics (Attack Pattern)
Action: Free Action **Cost:** 4 **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and those within support range of him can re-roll any results of 1 or 2 on damage rolls against any enemy an ally had previously attacked.
Improvements: At Rank 5, the Legionary and those within support range of him may reroll all damage rolls for any attack against a target an ally had previously attacked.

Legionary Drawback: Rigid Chain of Command
Effect: If the Legionary is acting as Squad Leader, and is slain (or forced to burn a fate point to live), allied Legionaries within Support Range must immediately take a Hard (-20) Pinning test, or be Pinned. Legionaries must take this special Pinning test even if they are normally immune to Fear and Pinning.

Demeanor: Eagle of the East

From the beginning, the XIII, from the War-Born to the Ultramarines, would never truly deviate from the strictures of the Principia Bellicosa. Guilliman, however, was not above adapting and improving the warfare stratagems of others, and implementing them within his own legion. While a Legionary of the XIII was expected to be tactically diverse and able to fight on any field equally. There was, however, some divisions of the Legion that would gradually begin to overspecialize, a microcosm of a Legion within a Legion. The 22nd Chapter, for instance, maintained large number of Destroyer Legionaries, taking the name "Nemesis," while the 4th Company specialized in Armored Assault, taking the name "Auroran" from the auroras of Cypra Mundi.

As a Legionary completed his numerous tours, starting with defensive postings within the Realm of Ultramar as an Evocatus, he would be inducted as a Line Trooper, and if he proved an aptitude for Command, nominated for the Invictarus, one day to take command of his own chapter. It is important, however, that Guilliman did not intend for his Legionaries to be soldiers, he expected them to be leaders, rulers, masters of worlds, and when the Great Crusade had finally completed its great work, governors, so the Imperium would stand eternal.

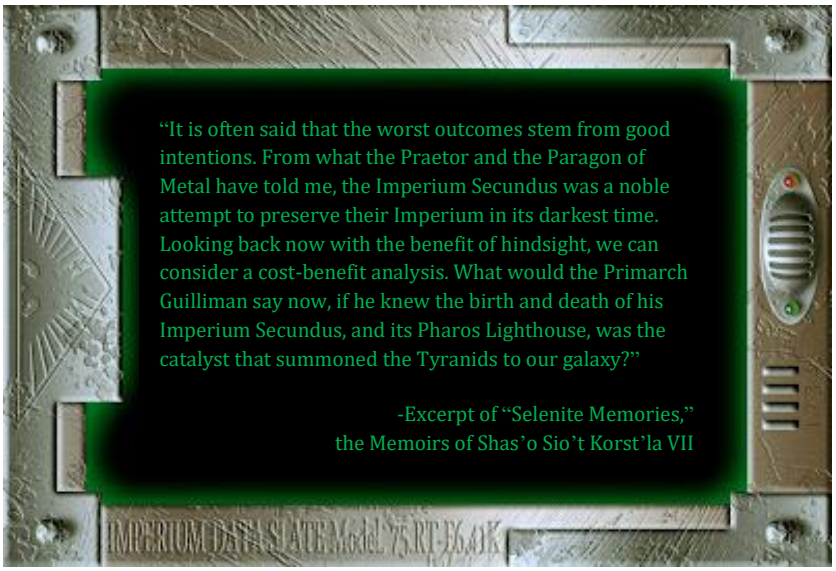
Ultramarines Legion Advances

Advance	Cost	Type	Prerequisites
Charm	200	Skill	
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Command	200	Skill	
Command +10	400	Skill	Command
Command +20	400	Skill	Command +10
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Tactics (Choose One)	200	Skill	
Tactics (Choose One) +10	400	Skill	Tactics (Choose One)
Tactics (Choose One) +20	400	Skill	Tactics (Choose One) +10
Air of Authority	500	Talent	
Combat Formation	500	Talent	Int 40
Exemplar of Honor	500	Talent	
Foresight	500	Talent	Int 30
Heroic Inspiration	600	Talent	Fel 35, Command
Talented (Command)	500	Talent	

New Talent

Heroic Inspiration

The Legionary is beginning to understand the intricacies of commanding, and the right words to say to motivate his allies. As a Half Action, the Legionary may make a Challenging (+0) Command Test. If he succeeds, he may grant a single allied Legionary or Support Asset within support range a +10 to their next Skill or Characteristic Test, such as a Ballistic or Weapon Skill test to attack, or a generalized Skill or Characteristic test of the Legionary's choice.


"It is often said that the worst outcomes stem from good intentions. From what the Praetor and the Paragon of Metal have told me, the Imperium Secundus was a noble attempt to preserve their Imperium in its darkest time. Looking back now with the benefit of hindsight, we can consider a cost-benefit analysis. What would the Primarch Guilliman say now, if he knew the birth and death of his Imperium Secundus, and its Pharos Lighthouse, was the catalyst that summoned the Tyranids to our galaxy?"
-Excerpt of "Selenite Memories,"
the Memoirs of Shas'o Sio't Korst'la VII

XIV - The Death Guard

Once known as the noble Dusk Raiders, whose name was a byword for resilience and unshakeable courage, the Death Guard would over time become the very thing they fought against – inhuman, unrecognizable monsters. The first Legionaries of the Death Guard would be drawn from the Castram-cities and clans of Old Albia and the North Atlan Wilderness (Linguistics patterns pointing towards the land of Great Britain and what was once the Atlantic Ocean, due to the presence of the Talacra Silt Wastes of Wales), the Dusk Raiders would gradually specialize in close-range engagements and holding position under the heaviest of fire, and under the dim light of the fall of night. To threaten a world with the Dusk Raiders would cause worlds to waver, but those who willingly surrendered to Compliance could count on an honorable truce and reconciliation.

The recovery of Mortarion, the Pale King, would cast a shadow over the Legion. Recovered from the gigantic beings who wore rusted armor and thrived in the toxic atmosphere of Barbarus and denied a place as savior of Barbarus by the Emperor, Mortarion would never truly have his vengeance against the beings that raised him, and it would eat at him. Renaming his Legion the Death Guard, he reinforced the ideal that mankind should always be free of oppression and terror, freedom that could only be won by destroying those who would seek to enslave it. Their colors, the murky green of Barbaran swamp mud, would eclipse the old grey, and as the war fleets would battle on, the Terran contingents would become a minority, serving resolutely despite their growing misgivings, until finally purged at Isstvan III.

The Death Guard, while possessing the full panoply of war that all Legions were capable of fighting, nonetheless put its faith in the simple foot soldier, infantry providing the bulk of forces, with tactical support coming from support squads, terminators, and dreadnoughts. During such signature battles such as the Conquest of Galaspar, even voidships burning through the sky towards the alchemy-tainted ground below were but mere transports to deliver the deadliest cargo of all – Space Marines.

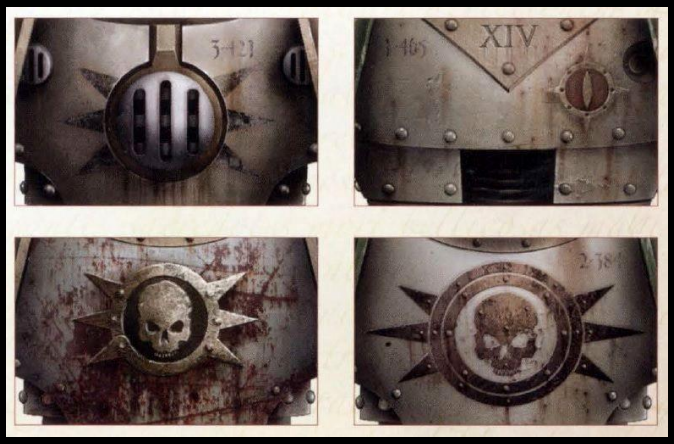
Death Guard Characters

Death Guard Legionaries gain the following benefits: +5 Toughness, +5 Willpower, the Inheritance of Barbarus Demeanor, the Son of Barbarus Solo Mode, the Remorseless Squad Mode, and the Intractable Drawback.

Solo Mode: Son of Barbarus
Rank 1 Effect: The Legionary may reroll failed Toughness tests to resist the Toxic, Irradiated, and Rad-Phage quality of weapons.
Improvements: At Rank 3, the Legionary ignores the penalties imposed by difficult or arduous terrain. At Rank 5, the Legionary retains his unmodified Toughness bonus against Fleshbane weapons. At Rank 7, the Legionary is immune to the Toxic quality of weapons, and retains his full Toughness bonus against weapons with the Fleshbane quality.

Squad Mode: Remorseless (Defense Pattern)
Action: Free Action **Cost: 3** **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and allies within Support Range reroll failed Fear tests, and gain a +10 bonus to Opposed Willpower tests to resist enemy psychic powers.
Improvements: At Rank 5, the Legionary and allies within Support Range are immune to Fear and Pinning, and reroll failed Opposed Willpower tests to resist enemy psychic powers. The Legionary still benefits from the +10 bonus of the Rank 1 effect.

Legionary Drawback: Intractable
Effect: The Legionary subtracts his Agility Bonus from his Run Speed, grants enemies a +10 bonus to the Agility test to escape combat via the Hit and Run talent, and Squad Modes that cause the Legionary to move cost an additional Cohesion point to cast and maintain.



Demeanor: Inheritance of Barbarus

If there was one thing the Death Guard would be known for, it would be their favor of alchemical and poisoned weaponry. The people of Barbarus were hardy to an unbelievable extent, having grown up amongst the toxins and poisonous mists that comprised their world's clouds, and the Geneseed of the XIV would only improve upon this. This constant use of alchemy and rad weaponry, however, would darken their reputation, and cause no small amount of mistrust along other Legions. Due to their inherent resilience, it would also cause the Legionaries to be deployed to battlefields possessing the most hellish and lethal environments imaginable. Here, the normal restrictions against such weapons did not apply. Once more, we see a self-fulfilling prophesy of toxic weapon use and toxic deployment.

Almost every Legionary of the Death Guard, and their Primarch, would be shunned and suspected by their brother Legions. They would keep little company amongst others, each Legionary an island, and numerous other Primarchs had great concern over the Death Guard's preferred tactica, and eventually their very loyalty. The XIV were amongst the greatest conquerors, moving slowly but exorably, and so such fears were dismissed. The Death Guard had a job, and they would do it, and they would survive whatever the galaxy threw at them.

Death Guard Legion Advances

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Chem Use +10	400	Skill	Chem Use
Chem Use +20	400	Skill	Chem Use +10
Medicae	200	Skill	
Medicae +10	400	Skill	Medicae
Medicae +20	400	Skill	Medicae +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Trade (Chymist)	200	Skill	
Trade (Chymist) +10	400	Skill	Trade (Chymist)
Trade (Chymist) +20	400	Skill	Trade (Chymist) +10
Die Hard	500	Talent	WP40
Hardy	500	Talent	T40
Iron Jaw	500	Talent	T40
Jaded	500	Talent	WP30
Tireless	500	Talent	T40, WP35
Abiding Resilience	800	Talent	T40

New Talents

Tireless

The Legionary ignores the –10 penalty to all Tests from Fatigue. He still suffers any other effects of Fatigue as normal.

Abiding Resilience

When the Legionary expends a Fate Point to regain Wounds, he regains a number of Wounds equal to 1d10 + his Unmodified Toughness Bonus (instead of 1d10 Wounds as normal), and removes 1 level of Fatigue.

XV - The Thousand Sons

Never was there such a cursed Legion as there was the Thousand Sons. Their beginnings were heralded by emergent warp storms, as troops were drawn from the Achaemenid Empire of Terra, an area corresponding to modern Iran, Armenia, and Iraq, as well as the Fire Lords of Oaus (theorized to be Hawaii or the Pacific Rim), and the Kashai Domain (believed to be Tanzania). While unremarkable at first glance, beyond adopting the "Thousand" symbol as their own rather quickly, mirroring the ancient Achaemenid Immortals, their strength grew slowly, and eventually, ten years into the Great Crusade, their psychic powers burst forth. This led to a problem. Psykers are not trusted – an entire LEGION of them would only be cause for trouble. And then there was the Flesh Change.

It started on the world of Bezant, where a single unnamed Legionary, suffering perils of the warp, was torn apart by empyrean forces, devolving into a creature that would be later codified as "Chaos Spawn." Every time the Legion grew in strength, more would fall victim to this curse, the Legion unable to grow beyond a thousand members, until the discovery of Magnus, the Crimson King, and his deals with the beings of the Warp. But even then, the Psyker was distrusted, and despite Magnus's best intentions, the Council of Nikaea would ban the use of all sorcerous powers. Magnus and his Legion did not listen, and his homeworld would be burned as a result, the Space Wolves and Talons of the Emperor doing the dirty work, while a detachment of the Sons of Horus would follow quietly behind, stealing away native psykers for their own nefarious ends. Upon transporting themselves to Sortiarius in the Eye of Terror, they bide their time, until Terra.

The Thousand Sons were defined by their psychic powers, tied to each of the five cults of Prospero. Different Orders also provided support, from the Order of Ruin who specialized in siege, the Order of the Jackal and the Legion's Dreadnoughts and recruits, and the Order of Blindness, the mind-controlled spies of the Legion, rivalling the Ultramarines' own Vigil Opertii. The Thousand Sons were unique, and they knew it.

Thousand Sons Characters

Thousand Sons Legionaries gain the following benefits: +5 Intelligence, +5 Willpower, the Psy Rating 2 Talent, the Student of the Pesedjet Demeanor, the Prosperine Lore "Solo Mode," the Covenant of Sorcerers Squad Mode, and the Signs and Portents Drawback.

Solo Mode: Prosperine Lore
The Legionaries of the Thousand Sons are unique amongst their brethren, and do not gain a Solo Mode as others do. Instead, they select a Psychic Discipline at character generation, and may buy Psychic Powers from their chosen Psychic Discipline at the listed cost. This Psychic Discipline may not be changed once selected, so choose wisely!

Psychic Disciplines consist of the Biomancy, Telekinesis, Divination, Telepathy, and Pyromancy disciplines. The Codex and Chapter Disciplines of the Deathwatch Core Rulebook are not used, and may not be chosen.

Squad Mode: Covenant of Sorcerers (Attack Pattern)
Action: Free Action **Cost: 3** **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and allies within Support Range select a Discipline of Psychic Powers. The Legionary and allies within Support Range gain a +10 bonus to Focus Power tests used to cast powers from this Discipline.
Improvements: At Rank 5, the Legionary and allies within Support Range may reroll failed Focus Power Tests to cast powers from the chosen Discipline. They retain the Rank 1 effect of the Squad Mode ability.

Legionary Drawback: Signs and Portents
Effect: If the Legionary generates any Perils of the Warp result while casting a psychic power, he gains 1d5 Corruption Points in addition to any effects of the Perils result, and allies within Support Range must immediately make a Hard (-20) Pinning test. In addition, should an ally functioning as Squad Leader be killed, or is forced to burn fate to survive an attack that would have killed them, the Legionary suffers a -10 penalty to Willpower-based tests until the completion (or failure) of the mission.

Demeanor: Student of the Pesedjet

The Thousand Sons were split into Fellowships, and each Legionary of each Fellowship was part of a Cult and sometimes Order. Rather than the standard organization, the Thousand Sons progressed through their Cult and Orders, growing mentally and physically, ever closer to the Primarch that had saved them from the Flesh Change. Each Legionary was expected to be not only a great warrior, but a scholar, a theoretician when demanded. They would push the limits of learning, as well as sorcerous powers.

It could be said the cancellation of the Librarius project hit them hard. While originated by Sanguinius, it was Magnus's input that codified the process. The Edict of Nikaea, however, ended it quickly. While the Edict explicitly banned "sorcery and witchcraft," the Thousand Sons, in their pride, would feel their work was no such thing, and continue, albeit in secret. And therein lay their fault. The Thousand Sons were too prideful, believing themselves the masters. While they were powerful, as seen in the Levelling of 72-9, where a mere sixty Legionaries crushed an entire Knight House with their psychic abilities, they did not realize they were being played like a damn fiddle by forces beyond their understanding, and they would suffer for it, die for it. Magnus may have had the best of intentions, but once again, those are what pave the road to...well, you know…

Thousand Sons Legion Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Choose One)	200	Skill	
Forbidden Lore (Choose One) +10	400	Skill	Forbidden Lore (Choose One)
Forbidden Lore (Choose One) +20	400	Skill	Forbidden Lore (Choose One) +10
Invocation	200	Skill	
Invocation +10	400	Skill	Invocation
Invocation +20	400	Skill	Invocation +10
Psyniscience	200	Skill	
Psyniscience +10	400	Skill	Psyniscience
Psyniscience +20	400	Skill	Psyniscience +10
Scholastic Lore (Choose One)	200	Skill	
Scholastic Lore (Choose One) +10	400	Skill	Scholastic Lore (Choose One)
Scholastic Lore (Choose One) +20	400	Skill	Scholastic Lore (Choose One) +10
Resistance (Psychic Powers)	300	Talent	
Strong Minded	500	Talent	Resistance (Psychic Powers), WP30
Warp Affinity	500	Talent	
Warp Sense	500	Talent	Per 30, Psyniscience
Psy Rating 3	500	Talent	Psy Rating 2
Psy Rating 4	500	Talent	Psy Rating 3
Cult Arcana	1000	Talent	

New Talents

Cult Arcana

The XV Legion were scholars as well as warriors, and one's individual progress could be measured not only by battlefield achievements, but in advancements of the Cults Arcana. Every Legionary would join a cult whose area of study would overlap with their own powers, and by refining their powers, they served a double purpose of not only improving themselves on the battlefield, but advancing the Legion's knowledge as a whole.

When purchasing this talent, the Legionary applies the benefits of one of the following Cults, depending on his selected Psychic Discipline at Character Generation to represent his battlefield experience, and expertise.

Pavoni

Discipline: Biomancy

The Pavoni concerned themselves with reshaping flesh with the energy of the aether, the Warp. They could harden themselves against damage, strengthen themselves to punch through steel, and reform their ruined bodies. They were the heart and soul of the Legion, and their skill at oratory was unmatched in the Legion.

Pavoni Cult Legionaries add their Psy Rating to the distance they may Run and Charge.

Raptora

Discipline: Telekinesis

Raptora Cultists could manipulate reality with their will, practicing psychokinesis and control of physical forces. They could control great storms of energy, as well as project shields of psychic force. The "Kine Shields" that protected Tizca of Prospero from orbital bombardment were maintained by the Raptora, when they were not busy with scholarly work.

Raptora Cult Legionaries gain a PR20 Defensive Field, which overloads on a value equal to 9 minus their Psy Rating. If this field overloads, it may be restored with a Challenging (+0) Willpower test as a Full Action. If the Legionary already possesses a defensive field from another source, such as a Refractor Field, that source's Protection Rating is instead increased by +15, up to a maximum of +60. This field overloads as normal according to its description.

Corvidae

Discipline: Divination

The Corvidae were soothsayers and augurs, who looked into the past and future, with the most powerful among them able to change events rather than just observing. From the Corvidae came the Legion's strategists and generals, and at the dawn of the Age of Darkness, was headed up by a strong-willed Legionary named Ahriman…

Corvidae Cult Legionaries reroll failed Ballistic Skill tests of up to one Degree of Failure if the Legionary did not perform a Movement action in that same turn.

Athanean

Discipline: Telepathy

The realm of mind and thought was the domain of the Athaneans, working as one single mind to channel orders into the mind of its Legionaries. They were withdrawn ascetics, but also the Legion's diplomats and factors, emissaries to the Imperium and Mechanicum, specifically the Forge World of Zhao-Arkhad and its psychic constructs.

Athanean Legionaries gain the Fearless and the Bastion of Iron Will talents.

Pyrae

Discipline: Pyromancy

The Pyrae could control and create fire. Simple enough. Depending on the need, they could summon small flames to raging hellstorms that could engulf cities. It is said their mere touch could melt metal, and it is no surprise a majority of line Legionaries found their calling in this Cult.

When the Legionary attacks an enemy in melee combat, the Legionary may make a Routine (+20) Willpower-based Focus Power test as a Free Action. If this test is successful, his melee attacks, including unarmed attacks and melee weapons, gain the Flame quality until the end of his turn.

Psychic Disciplines

"I have no issues with sanctionites and those who are blessed in the eyes of the Emperor, but psychic power is dangerous and untrustworthy. Magic turns on its wielder as often as those it is wielded against."

- "Felleye" Brynjol, Space Wolves Praetor, on psychic powers and sorcery.

At the time of the Great Crusade and the Age of Darkness, there are five main disciplines, which corresponded to the five Cults of the Thousand Sons. Each Cult explored a particular aspect of the Warp, and it can be said that their studies would be the only contribution that would survive over ten thousand years.

Codex and Chapter Powers as listed in the Deathwatch Rulebook have not yet been established at the time of the Great Crusade, and thus are unavailable for purchase or use. Until the Age of Darkness burst forth, every legion bar one had banned the internal use of Psychic Powers as per the Edict of Nikaea, and sent its psychic Legionaries to work as Line Troopers. Only the Thousand Sons secretly flaunted this edict, while the Space Wolves maintained their powers came from the World Spirit of Fenris, a laughable claim, until it would turn out to be terrifyingly true ten thousand years later.

Note that these powers are converted over from Only War and Dark Heresy 2 where appropriate since those newer systems follow the generalized psychic powers of the 40k rulebook. A compilation of helpful terminology is listed below.

Psychic Bolt: A Psychic Bolt affects a single target, and may be dodged as any other ranged attack.

Psychic Barrage: A Psychic Barrage is like a Psychic Bolt, but semi-auto, creating an additional bolt every two degrees of success. Hits scored may not exceed the Legionary's effective Psy Rating used to cast the power. While the first hit must strike the target, further hits can be allocated to nearby enemies of the Legionary's choice within 2m of the original target, provided the new targets are in range, and in line of sight.

Psychic Storm: A Psychic Storm is like a Psychic Bolt, but full-auto, creating an additional bolt every degree of success. Hits scored may not exceed the Legionary's effective Psy Rating used to cast the power. While the first hit must strike the target, further hits can be allocated to nearby enemies of the Legionary's choice within 2m of the original target, provided the new targets are in range, and in line of sight.

Psychic Blast: Similar to a Blast Weapon, the Legionary declares a single point in space, within range and line of sight. Everything within the radius of the Psychic Blast is hit.

BIOMANCY

Biomancy powers reshape the biological energies of the living, reshaping allies and enemies. A Biomancer can heal as easily as he can harm.

SMITE

Value: 500xp
Prerequisites: None
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 20 meters x Psy Rating
Sustained: No
Description: The Legionary conjures up bio-energy from deep within himself, summoning lethal bolts of lightning which leap from his fingertips to burn and blast his enemies to ash. Smite is a Psychic Storm that deals 1d10 + (2 x Psy Rating) Energy Damage with a Pen of 12. These bolts ignore Protective Fields.

ENFEEBLE

Value: 500xp
Prerequisites: Smite
Action: Half Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 20 meters x Psy Rating
Sustained: Half Action
Description: The Legionary lashes at his target with tendrils of Warp energy. The vile power quickly strips the victim of vitality, draining its spirit with every caress. The Legionary nominates a single target in range and line of sight who opposes this power with a Toughness Test. If the target fails to resist the power, it is Stunned for one Round, and reduces the level of their Unnatural Strength and Toughness traits by 1 (to a minimum of 0). In addition, as long as this power remains in effect, the target treats all Terrain as Arduous, and if the target rolls doubles on any Test it makes, it gains a number of levels of Fatigue equal to half the Legionary's Psy Rating rounded down. A single target can only be affected by one instance of the Enfeeble power at a time.

ENDURANCE

Value: 500xp
Prerequisites: Smite
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 3 meters x Psy Rating radius
Sustained: No
Description: Extending his will over his allies, the Legionary reaches into their bodies to mend their flesh and reinvigorate their will to fight by ridding their bodies of fatigue. A number of allies in range equal to the Legionary's Psy Rating, plus the Legionary himself, recover Wounds equal to the Legionary's Psy Rating. They also may immediately overcome and ignore the effects of Pinning, are immune to the effects of the Instant Death quality, and gain the Auto-Stabilized and Regeneration (Unmodified Toughness Bonus) trait for a number of rounds equal to the Legionary's Psy Rating.
This power is incredibly taxing and requires at least 12 hours of recovery before it may be used again.

LIFE LEECH

Value: 1000xp
Prerequisites: Smite, Enfeeble
Action: Full Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: Free Action
Description: The Legionary latches on to his target's life force and tears it from the hapless victim's body. The Legionary absorbs this stolen essence, using it to reinvigorate and bolster his own flesh.
Life Leech is a Psychic Barrage that deals 2d10 + (2 x Psy Rating) Damage with a Pen of 12, and the Legionary may choose to either increase the level of his own Unnatural Toughness modifier by 1, +1 for every full 20 points of damage the power inflicts (after cumulating together the damage from all bolts), or recover a number of wounds equal to the damage inflicted upon the target. This Unnatural Toughness remains for as long as the power's effect persists.

WARP SPEED

Value: 1500xp
Prerequisites: Smite
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: Self
Sustained: Free Action
Description: The immaterium flows through the Legionary, allowing him the means to defy the limits of time, hastening his movements and reflexes far beyond the range of any other Legionary. The Legionary gains the Unnatural Weapon Skill (x2), Unnatural Ballistic Skill (x2), Unnatural Agility (x2), and Unnatural Speed (x2) Traits. In addition, the Legionary may perform one additional attack in melee combat, stacking with talents that grant additional attacks.

HEMORRHAGE

Value: 500xp
Prerequisites: Smite
Action: Half Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: Bypassing exterior defenses, the Legionary reaches his mind out into the body of his adversary, using the writhing power of the Warp to set a fire deep within his victim's flesh. The Legionary nominates a single target in range and line of sight who opposes this power with two Toughness Tests. If the target fails one or both of these Toughness Tests, for every failed test, it suffers Energy Damage equal to the Legionary's Psy Rating plus 1 additional Damage per Degree of Failure on its Toughness Test; this Damage ignores Toughness Bonus and Armor. If this Damage successfully kills the target, the Legionary may immediately recast this Psychic Power as a Free Action on any legal target within 5 meters of the original target, though successive targets only make one Toughness Test instead of two.

IRON ARM

Value: 1000xp
Prerequisites: Smite
Action: Half Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: Self
Sustained: Yes
Description: Transmuting flesh into living metal (no, not that kind), the Legionary briefly channels One Punch Man, ready to beat down anything in his way. Whilst this power is in effect, the Legionary improves the level of his Unnatural Strength and Toughness trait by 1, plus an additional 1 for every 4 Degrees of Success on the Focus Power test, up to a maximum of Unnatural Strength and Toughness (x4). In addition, the Legionary's unarmed attacks gain a Penetration of 12.

TELEKINESIS

Telekinetic powers use mental energy to directly influence the material world around them. A Telekine focuses on both offensive and defensive applications of this Discipline.

ASSAIL

Value: 500xp
Prerequisites: None
Action: Half Action
Focus Power: Ordinary (+10) Willpower Test
Range: 20 meters x Psy Rating
Sustained: No
Description: With nothing but the power of his own mind, the psyker picks up a nearby object, and then pushes the object through the air, hurling it at his opponent with startling speed. This power is a Psychic Bolt that deals 2d10 + (2 x Psy Rating) Impact Damage with a Pen of 0 and the Blast (1)

quality. If the Legionary scores at least three Degrees of Success on the Focus Power Test, the target is also thrown 1d5 meters away, knocked prone, and until the end of the encounter treats all terrain as Difficult (certain especially large targets such as battle tanks, Greater Daemons, and Titans are immune to this at the GM's discretion). Once cast, this Psychic Bolt draws a line from its origin to its maximum range. EVERYTHING under this line, including the space taken by the blast quality, is hit.

CRUSH

Value: 500xp
Prerequisites: Assail
Action: Half Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: The Legionary extends his hand towards his foe and clenches his fist. As he presses his finger tighter and tighter together, invisible forces push in on his target from all sides, crushing flesh, armor, and bone alike. The Legionary nominates a single target in range and line of sight who opposes this power with a Toughness Test. If the target fails to resist the power, it suffers 1d10 + Psy Rating Impact Damage to the Body Location, ignoring Armor and Toughness, and counts as being affected by the Snare Quality with a value equal to half the Legionary's Psy Rating rounded down. If the target is a vehicle, the pilot's Willpower is used, and the damage ignores the vehicle's Armor.

OBJURATION MECHANICUM

Value: 500xp
Prerequisites: Assail
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 10 meters x Psy Rating
Sustained: Yes
Description: The Legionary releases the havoc of the Warp into the orderly inner workings of nearby machines. The maligned energy twists and deforms the machines spirits, causing weapons to jam and engines to seize up. The Legionary chooses a point anywhere within range and line of sight. This power creates a Haywire Field centered at this point with a radius in meters equal to the Legionary's Psy Rating, and causes all ranged weapons within the blast zone to gain the Overheats quality, regardless of the weapon's Craftsmanship. Vehicles within this blast zone suffer damage equal to the Legionary's Psy Rating, ignoring Armor.

SHOCKWAVE

Value: 1000xp
Prerequisites: Assail
Action: Full Action
Focus Power: Challenging (+0) Willpower Test
Range: Self
Sustained: No
Description: The Legionary slams his palms together and uses his considerable power to amplify the noise exponentially, creating a torrential shockwave. This power is a Psychic Storm centered on the Legionary, affecting all targets in a radius equal to 3 x the Legionary's Psy Rating. Any creature or Horde within the area of effect, with the exception of the Legionary, suffers 2d5 hits, each dealing 1d10 + (2 x Psy Rating) Explosive Damage with Pen 0. These hits may be shielded and dodged as normal, and are applied separately – they do not combine into a single damage roll. After resolving hits and damage, the creatures within the blast zone are pushed directly away from the Legionary a number of meters equal to the Legionary's Psy Rating, and suffer the Pinning condition.

TELEKINE DOME

Value: 1000xp
Prerequisites: Assail
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 meters x Psy Rating
Sustained: Free Action
Description: Extending his power over his allies, the Legionary creates a shimmering dome of energy around them that deflects enemy fire as effectively as any bunker. Despite its sturdy protection, the dome feels no different than thin air, and allies and enemies alike can pass through it unheeded. The Legionary chooses a point in range and line of sight, and creates a dome of invisible energy centered on that point with a radius equal to half the Legionary's Psy Rating, rounded up. All allies standing inside the

dome gain the benefit of a PR35 defensive field against shooting attacks that does not overload under normal conditions. However, enemies may still physically pass through the dome at no penalty, thus the shield does not protect against melee attacks.

LEVITATION

Value: 500xp
Prerequisites: Assail
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 meters x Psy Rating
Sustained: Half Action
Description: The Legionary believes he can fly. The Legionary believes he can touch the sky. Well, he can. The Legionary nominates a single target in range and line of sight. That target gains the Flyer trait equal to 2 x the Legionary's Psy Rating. A target that moves using this fly speed may not perform the Charge action nor enter melee combat themselves, but may defend themselves if the enemy charges or enters melee with them.

PSYCHIC MAELSTROM

Value: 1500xp
Prerequisites: Shockwave, Assail
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 5 meters x Psy Rating
Sustained: Half Action
Description: In the same vein of the Aeldari and their eldritch storms, the Legionary focuses his mental might into creating a vast maelstrom of destructive power, that swirls and consumes all. Psychic Maelstrom is a Psychic Bolt that deals 3d10+ (3 x Psy Rating) Energy Damage with a Pen of 15, and the Blast (5) quality.

DIVINATION

Divination powers see the past, and chart the future. A Diviner looks deep into the warp to find the answers they seek, but must always be wary that these answers may not necessarily be true.

PRESCIENCE

Value: 500xp
Prerequisites: None
Action: Half Action
Focus Power: Challenging (+0) Psyniscience Test
Range: 3 meters x Psy Rating radius
Sustained: Half Action
Description: The Legionary taps into the immaterium, using its energies to spread his senses over the battle, seeing what is, what has been, and what will be. For the duration of this power, a number of allies within range equal to the Legionary's Psy Rating, plus the Legionary himself, gain a bonus to their Weapon Skill and Ballistic Skill equal to twice the Legionary's Psy Rating, and one selected ally may reroll failed Weapon Skill and Ballistic Skill tests. Allies affected by this power lose its benefit as soon as they move out of range.

FOREBODING

Value: 1000xp
Prerequisites: Prescience
Action: Reaction
Focus Power: Difficult (–10) Perception Test
Range: 3 meters x Psy Rating radius
Sustained: Half Action
Description: The Legionary's awareness of the Warp grants him the means to predict his opponents' attacks, and guide his allies to respond accordingly. . For the duration of this power, a number of allies within range equal to the Legionary's Psy Rating, plus the Legionary himself, gain the benefits of the Counter-Attack talent. If they already possess the Counter-Attack talent, they suffer no penalty to Weapon Skill when using the talent. In addition, when the Legionary or ally within range is subjected to a Charge action by an enemy (or said enemy decides to be cute and WALK into melee), the Legionary may perform a Ranged Attack action with Pistol and Basic weapons, using the highest rate of fire of their weapon, as a Reaction against the enemy. For example, if one character is using a weapon capable of Full-auto rate of fire, this is used, while a character whose weapon is only capable of semi-automatic fire uses that firing mode instead. Allies affected by this power lose its benefit as soon as they move out of range.

FOREWARNING

Value: 1000xp
Prerequisites: Foreboding, Prescience
Action: Half Action
Focus Power: Challenging (+0) Psyniscience Test
Range: 3 meters x Psy Rating radius
Sustained: Free Action
Description: The Legionary's mind skims the Warp for glimpses of the immediate future, seeking to prepare himself and his allies for any incoming threats. For the duration of this power, a targeted ally gains a PR50 defensive field, overloading on a value equal to 9 minus the Legionary's Psy Rating. Allies affected by this power lose its benefits as soon as they move out of range. Only a single ally may benefit from this power at a time.

MISFORTUNE

Value: 500xp
Prerequisites: Prescience
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 20 meters x Psy Rating
Sustained: Free Action
Description: Staring down his unfortunate victim, the Legionary simply snaps his fingers, twisting the strands of his target's fate. The Legionary nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails to resist the power, misfortune follows it wherever it goes. For the duration of this power, allied ranged and melee attacks striking the target gain the Razor Sharp quality.

PERFECT TIMING

Value: 500xp
Prerequisites: Prescience
Action: Half Action
Focus Power: Difficult (–10) Psyniscience Test
Range: 3 meters x Psy Rating Radius
Sustained: Half Action
Description: Tearing through the boundary to the Warp with his consciousness, the Legionary begins to see vivid images of his foes' future actions with an unnatural precision. For the duration of this power, a number of allies within range equal to the Legionary's Psy Rating, plus the Legionary himself, ignore the effects of cover when firing on a target. If their attacks would hit a location on the enemy that would benefit from cover, that benefit is ignored. Allies affected by this power lose its benefits as soon as they move out of range.

PRECOGNITION

Value: 1000xp
Prerequisites: Prescience, Perfect Timing
Action: Full Action
Focus Power: Hard (–20) Psyniscience Test
Range: 3 meters x Psy Rating radius
Sustained: Half Action
Description: Such is the Legionary's power that he has witnessed every action, every decision, that will bring his Squad to victory. The Legionary may reroll failed Weapon Skill and Ballistic Skill tests, and damage results (the second result stands). The Legionary gains a number of re-rolls equal to his Psy Rating that last until the beginning of his next Turn. For the duration of that Round, whenever an ally in range, or the Legionary himself, rolls a Test or Damage Roll, the Legionary may spend one of these re-rolls to allow that ally to re-roll all dice involved in that Test or Damage Roll. If the Legionary is killed or rendered unconscious before the beginning of his next Turn, all remaining re-rolls are lost.

SCRIER'S GAZE

Value: 500xp
Prerequisites: Prescience
Action: Half Action / Special
Focus Power: Challenging (+0) Psyniscience Test
Range: Self
Sustained: No
Description: The Legionary's gaze is cast upon the infinite tides of the Warp, seeing the entire battlefield clearly in his mind's eye. Those who can focus are able to divine information regarding them battle with astounding precision, capturing every movement of troops and war machines under their omniscient gaze. This power may be used in one of two ways. The first is a Half Action, and allows failed Command Tests made by allies to summon Strategic Assets to be rerolled until the start of the Legionary's next turn. The second is a ritual of scrying. To begin the ritual, the Legionary must spend at least thirty minutes using assorted psychic foci to concentrate his vision—drawing Tarot cards, casting runes, gazing

deep into fire, the methods to this are as varied as the stars of the nascent Imperium. At the end of this thirty minutes, the Legionary makes his Focus Power Test to project his vision over the battlefield. Each Degree of Success reveals more information, as explained on the Scrier's Gaze Results table.

DoS	Scrier's Gaze Result
1	**Single Threat:** The Legionary manages to focus his view on a single key action his foe is either planning or currently enacting, such as an ambush, an all-out assault, flanking maneuver, or other key action to the enemy's plans.
2	**Troop Movements:** The Legionary's vision stretches over the battlefield, and he is able to see the movement of all allied and enemy troops. He is unable to see the exact number and makeup of each unit, however.
3	**Troop Numbers:** The Legionary benefits from all previous effects, and is able to see the exact number and makeup of each individual enemy and allied unit.
4+	**Commander's Plans:** The Legionary can see the battle and its countless outcomes. He is aware of all previous effects, and knows the details of the enemy commander's battle plans.

TELEPATHY

Telepathy is the not-so-simple art of reading and manipulating minds. Telepaths are employed throughout the burgeoning Imperium, as psychic signal is the only way to communicate across great distance. Legionaries, however, can do far more.

PSYCHIC SHRIEK

Value: 500xp
Prerequisites: None
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: The Legionary draws in a deep breath, and REEEEEEEEEEEEEEEs with all his might, shredding the mind and body of his victim, tearing them apart with barrages of vicious resonance. This power is a Psychic Bolt that deals 1d10+2 Explosive Damage, +2 per point of Psy Rating, with a Pen of 0 and the Concussive (1) Quality, ignoring Armor, and wounding against the target's Willpower bonus rather than Toughness bonus.

DOMINATE

Value: 1000xp
Prerequisites: Psychic Shriek
Action: Full Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: The Legionary extends his will into the mind of his enemies, twisting around their thoughts and beating down their mental defenses. With their protection down, the Legionary can plant ideas into their heads, making them perform his bidding as if it were their own idea. The Legionary nominates a number of targets in range and line of sight up to half his Psy Rating (rounded up) who opposes this power with a Willpower Test. Those targets that fail to resist the power must follow a simple command given by the Legionary. Some example orders include "Flee," "Fall," or "Attack your homie." If the command is a potentially suicidal act, the targets receive a +20 to their Willpower Tests. In all cases the command must be achievable in a single Round.

MENTAL FORTITUDE

Value: 500xp
Prerequisites: Psychic Shriek
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 3 meters x Psy Rating radius
Sustained: Free Action
Description: The Legionary uses his mastery of the human mind to bolster his allies in battle. For the duration of this power, a number of allies within range equal to the Legionary's Psy Rating, plus the Legionary himself, count as having the Fearless Talent. Allies affected by this power lose its benefits as soon as they move out of range.

TERRIFY

Value: 500xp
Prerequisites: Hallucination, Psychic Shriek
Action: Half Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: Slithering deep into the mind of his victim, the Legionary unearths their greatest failings, greatest weaknesses, and greatest fears. Using these as tools against his opponent, the Legionary can turn even the most courageous warriors into pathetic, whimpering cowards before him. The Legionary nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails to resist the power, it must roll on **Table 9–5: Shock** on page 304, adding a value equal to 10 times the Legionary's Psy Rating to the roll in place of the normally addition for Degrees of Failure, and immediately apply the effects.

SHROUDING

Value: 500xp
Prerequisites: Psychic Shriek
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 10 meters x Psy Rating
Sustained: Half Action
Description: The Legionary worms his way into his opponents' senses, causing even their sight to betray them. Using this control, he can bend their vision around a target, rendering it all but invisible to their eyes. For the duration of this power, a number of allies within range equal to the Legionary's Psy Rating, plus the Legionary himself, benefit from the Fog, Mist, or Shadow Combat Circumstance. Additionally, Ballistic Skill tests made against the targets suffer a further penalty equal to –5 times the Legionary's Psy Rating. Allies affected by this power lose its benefits as soon as it moves out of range.

MIND HOWL

Value: 1500xp
Prerequisites: Terrify
Action: Full Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: The Legionary triggers a primal fear reaction in the mind of his foe, able to shatter the resolve of everything from xenos beasts to other Legionaries. This assault of horrific racial memories leaves the enemy panicked and confused. The Legionary nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails to resist the power, its Weapon Skill and Ballistic Skill Characteristics are reduced 10, and the target may not benefit from bonuses to Weapon Skill or Ballistic Skill, until the beginning of the Legionary's next round. This power may affect enemies with the Jaded and Fearless talents, but does not affect enemies with the From Beyond trait.

HALLUCINATION

Value: 1000xp
Prerequisites: Psychic Shriek
Action: Half Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: As with many things, the mind is much easier to break than it is to control. The Legionary reaches into his victim's mind, snapping the fragile controls over its own paranoia, confusion, and panic that roil beneath the surface. Once freed, these violent mental energies do the Legionary's work for him, tearing through his opponent's mind, bending the hapless victim's very perception of reality. The

Legionary nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails to resist the power, it must roll 1d5 and consult the **Hallucinogenic Effects** table below, immediately applying the effects. The effect rolled on the table lasts for a number of Rounds equal to half the Legionary's Psy Rating, rounded up.

DoS	Hallucinogenic Effects
1	**Bugs! I hate Bugs!** At the start of the target's round, the target must immediately make a Hard (-20) Pinning test.
2	**They're Coming Through the Walls!** At the start of the target's round, randomly select a piece of terrain within the target's line of sight (it may be helpful to use the Scatter Diagram or a Scatter Die and using the terrain closest to the arrow), and immediately resolve a ranged or melee attack at the highest attack rate possible from the target against that terrain.
3	**It's So Beautiful!** The target suffers a penalty to Weapon Skill, Ballistic Skill, and Agility equal to -5 x the Degrees of Failure on the Willpower Test, and reduces the number of melee attacks he is able to make by 1 (to a minimum of 1).
4	**It Don't Matter…None a Dis Matters** The target suffers a penalty to Intelligence, Perception, Willpower, and Fellowship equal to -5 x the Degrees of Failure on the Willpower Test, and gains the Prone and Stunned Conditions.
5	**You! You're a Traitor!** At the start of the target's round, randomly select an ally of the target within the encounter (it may be helpful to use the Scatter Diagram or a Scatter Die and using the ally closest to the arrow), and immediately resolve a ranged attack or melee attack at the highest attack rate possible from the target against that enemy. The target will use their strongest, most suitable weapon to perform the attack on their ally, based on distance to the target and the target's equipment. The GM has the final say on what the most suitable weapon is for the attack.

PYROMANCY

For those who want to watch the world burn, they turn to Pyromancy. These Pyromancers create, control, and manipulate fire, simply enough. Reports of Legionaries attempting to "Ascend their Pyromancy Flames to +10" are silly, and should be disregarded.

FLAME BREATH

Value: 500xp
Prerequisites: None.
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: A truly horrifying sight, the psyker faces his enemy, opening his eyes and mouth wide as torrents of psychic flame spew forth from them at his target. This power is a Psychic Bolt that deals 2d10+2 Energy Damage, +2 per point of Psy Rating, with a Pen of 6 and the Soul Blaze and Spray Qualities.

FIERY FORM

Value: 1000xp
Prerequisites: Fire Shield, Flame Breath
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: Self
Sustained: Half Action
Description: The psyker engulfs his own body in the fire of the Warp. It spreads over every inch of his skin, transforming his very flesh into living Warpfire. Reborn a being of living flame, the psyker burns everything he touches, transforming his surrounding into a burning hellscape with every step he takes. While this power is in effect, all of the Legionary's melee attacks deal additional Energy Damage equal to his Psy Rating and gain the Soul Blaze Quality, and the Legionary gains a PR50 defensive shield, overloading on a value equal to 9 minus the Legionary's Psy Rating. In addition, as long as the power is sustained, the Legionary may reroll the damage of any further Pyromancy powers cast and Soul Blaze damage, the second result standing.

Fire Shield

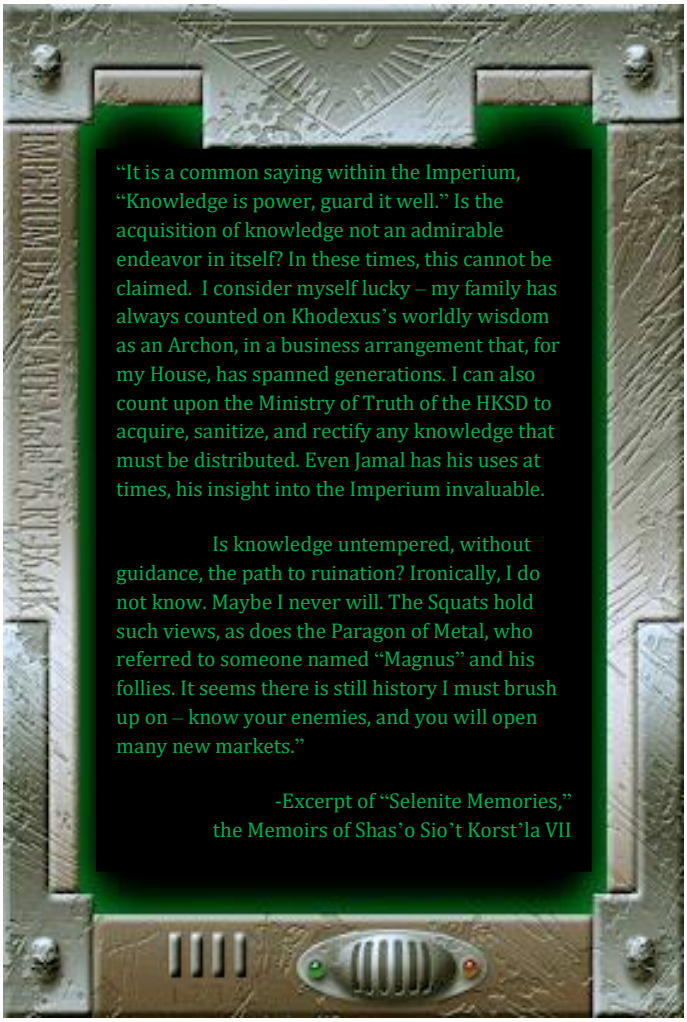
Value: 500xp
Prerequisites: Flame Breath
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 3 meters x Psy Rating
Sustained: Free Action
Description: With a sweep of his hand, the psyker surrounds himself with a wall of writhing flame. The living fire lashes out at his attackers, sending tendrils of flame lashing at any foolish enough to take him on. While this power is in effect, any creatures in range and line of sight that successfully hit the Psyker with an Attack immediately suffer Energy Damage equal to the psyker's Psy Rating. This Damage is not reduced by Armor or Toughness. In addition, allies within range of the Legionary gain armor points of Cover equal to twice the Legionary's Psy Rating, and enemies within range treat all terrain as Arduous.

Spontaneous Combustion

Value: 1000xp
Prerequisites: Flame Breath
Action: Half Action
Focus Power: Ordinary (+10) Willpower Test
Range: 20 meters x Psy Rating
Sustained: No
Description: The psyker reaches into the body of his foe, pooling his anger into his victim and igniting his rage with the powers of the Warp. The target's blood boils and flesh smolders, and as the psyker rage reaches its pinnacle, the target's body begins to explode in blasts of ash and flame. This power is a Psychic Bolt that deals 2d10+8 Energy Damage, +2 per point of Psy Rating, with a Pen of 8 and the Soul Blaze Quality. If this attack successfully kills the target, immediately resolve a second attack centered on the dead target that deals 2d10+3 Energy Damage, +1 per point of Psy Rating, with a Pen of 6 and the Blast (3), Ignores Cover, and Soul Blaze Qualities.

Sunburst

Value: 1000xp
Prerequisites: Flame Breath
Action: Full Action
Focus Power: Challenging (+0) Willpower Test
Range: Self
Sustained: No
Description: The Legionary pools his hate inside himself, channeling it into the power of the Warp. As he collects his rage he begins to glow with energy until he surrounded by a blinding globe of light that dulls out the very light of the sun. This power is a Psychic Storm centered on the Legionary, affecting all targets in a radius equal to 3 x the Legionary's Psy Rating. Rather than generating hits as normally, any creature or Horde within the area of effect, with the exception of the Legionary, suffers 2d5 hits, each dealing 1d10 + (2 x Psy Rating) Explosive Damage with Pen 6 and the Ignores Cover and Soul Blaze qualities. These hits may be shielded and dodged as normal, and are applied separately – they do not combine into a single damage roll.


"It is a common saying within the Imperium, "Knowledge is power, guard it well." Is the acquisition of knowledge not an admirable endeavor in itself? In these times, this cannot be claimed. I consider myself lucky – my family has always counted on Khodexus's worldly wisdom as an Archon, in a business arrangement that, for my House, has spanned generations. I can also count upon the Ministry of Truth of the HKSD to acquire, sanitize, and rectify any knowledge that must be distributed. Even Jamal has his uses at times, his insight into the Imperium invaluable.
Is knowledge untempered, without guidance, the path to ruination? Ironically, I do not know. Maybe I never will. The Squats hold such views, as does the Paragon of Metal, who referred to someone named "Magnus" and his follies. It seems there is still history I must brush up on – know your enemies, and you will open many new markets."
-Excerpt of "Selenite Memories,"
the Memoirs of Shas'o Sio't Korst'la VII

INFERNO

Value: 1000xp
Prerequisites: Sunburst, Flame Breath
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: Channeling his rage into the fires of the Warp, the psyker calls down a pillar of flame upon his enemies. The whirling blast sets the very air aflame as it smashes into his foes. This power is a Psychic Blast with a radius equal to the psyker's Psy Rating. All creatures caught in the blast suffer 2d10 + (3 x Psy Rating) Energy Damage, with a Pen of 4 and the Ignores Cover and Soul Blaze Qualities.

MOLTEN BEAM

Value: 1000xp
Prerequisites: Flame Breath
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: The psyker extend his palm towards his enemy and unleashes a concentrated, white-hot beam of energy. Such is the heat of the focused beam of Warpfire that armor melts to slag and flesh simply vaporizes as it effortlessly cuts through them.
This power is a Psychic Bolt that deals 3d10 + (3 x Psy Rating) Energy Damage, with a Pen equal to twice the psyker's Psy Rating, and the Melta quality.

XVI - The Sons of Horus

Some say that, once a coat has been shed, there is nothing preventing further sheddings in the future. So it is with the Sons of Horus, once the lauded Luna Wolves in the past, and who will be the infamous Black Legion in the far future. During the Great Crusade, the Sons of Horus would be the most lauded of legions, proud, aggressive, humorless. Originating from the Jutigran Bowl and the Samsatian Subplate (which, depending on your linguistic source, means either from Denmark and the Baltic, OR the former Indian Subcontinent and the Malaysian Ring, my belief), the new Legion was sent to break intractable or potential enemies, entering the Imperium's mind as the Emperor's wolves, a claim that would only be contested by the Space Wolves after reunification with their own Primarch.

The Primarch Horus was the first to be found, as Cthonia, his homeworld, was close to Terra. It was a lawless gang realm, its resources long since stripped. But it had a bounty of manpower, and these forces would bolster the growing Legion as it accrued accolade after accolade, and its Primarch creating legend after legend, as if ordained from on high. All was not smooth, however. As the Legion grew, and more and more of the original Terrans fell, the ganglike culture of Cthonia would overtake the Legion, held in thrall by Horus's cult of personality. When the Luna Wolves could confidently claim they knew no defeat, Horus was named Warmaster, in a ceremony on Ullanor, the Ork homeworld that would one day be Armageddon, and his legion renamed the Sons of Horus.

The Sons of Horus were known for brutal, straightforward, but effective attacks, and would pioneer many Legionary tactics, such as the Despoiler Squads. Their heavy reliance on Tactical squads allowed them a flexibility and ability to apply force to any part of the battlefield necessary. Such was their overwhelming strength, as seen in the First Pacification of Luna, that they would even scar the collective mental psyche of the Orks, who, 1500 years later, would separate into clans. One of these clans, the Goffs, wearing the black of the Justaerin, would only respect strength, and emulate those who once beat them down.

Sons of Horus Characters

Sons of Horus Legionaries gain the following benefits: +5 Strength, +5 Fellowship, the Warrior Lodge Brotherhood Demeanor, the Death Dealer Solo Mode, the Merciless Fighters Squad Mode, and the Bitter Pride Drawback.

Solo Mode: Death Dealer
Rank 1 Effect: The Legionary gains a +10 to Ballistic Skill tests when shooting with Pistol or Basic-class Bolt weapons at enemies within 30m.
Improvements: At Rank 3, the Legionary may reroll damage results of 1 and 2 against enemies within 30m. At Rank 5, the Legionary gains a +10 to Ballistic Skill tests when shooting with any Pistol or Basic-class weapon at enemies within 30m, not just bolt weapons. At Rank 7, the Legionary may opt to increase their weapon's semi-auto and full-auto rate of fire by +1 when firing at enemies within 30m. This applies only to personal weaponry and does not affect vehicle weaponry.

Squad Mode: Merciless Fighters (Attack Pattern)
Action: Half Action **Cost: 4** **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and allies within Support Range may make an additional melee attack when they outnumber the enemy in melee combat. For example, a Legionary with Lightning Attack and one melee weapon may make four attacks instead of three. Or five instead of four if dual wielding. If a Legionary is wearing Terminator Armor, he counts as two Legionaries for the purposes of outnumbering. If the Legionary is a Dreadnought, he counts as five Legionaries.
Improvements: At Rank 5, the Legionary and allies within Support Range may apply the benefits of the Merciless Fighters Squad Mode against Hordes, provided the number of Legionaries in melee with the Horde is equal to or greater than the tens digit of the Horde's Magnitude.

Legionary Drawback: Bitter Pride
Effect: Before entering a squad mode other than his own Legion's, the Legionary must make a Challenging (+0) Willpower test. Failure of this test means the Squad Mode takes an additional cohesion point to enact. If this test is failed by four or more degrees, however, the Legionary may not benefit from that Squad Mode's effects, as he is too proud to use a "lesser" legion's tactica.

DEMEANOR: WARRIOR LODGE BROTHERHOOD

When Horus was struck low, he was brought to Davin to recover. The Sons of Horus brought something back with them, an initially innocuous albeit strange practice called the Warrior Lodges. In these Warrior Lodges, though practices were varied, every Legionary was equal, divisions of rank and honor cast aside. A Legionary could greet his Praetor as an equal if they were a member of the same Lodge. Like the Mystery Cults of ancient Terra, each Warrior Lodge held its own practices, steeped in mysticism. This fit well with the close-knit gang culture of the Sons of Horus, and the concept would propagate throughout the Legion, and ultimately to others. They venerated no god or occult principle, and thus were tolerated, but unknown to many, they allowed the propagation of concepts and beliefs that would have terrible consequences – the Warrior Lodges would be the vector for Chaos infection of the Legions, starting the Age of Darkness.

Beyond this, the Warrior Lodges DID foster their original objective of inter- and intra-legionary brotherhood. Common practices united Legionaries, and Legionaries from separate Legions would find common cause and comradeship on the battlefield as part of the same Lodge. Some such connections would remain unbroken, while others would fall in the opening shots of the Age of Darkness and the Horus Heresy.

SONS OF HORUS LEGION ADVANCES

Advance	Cost	Type	Prerequisites
Charm	200	Skill	
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Ciphers (Underworld)	200	Skill	
Ciphers (Underworld) +10	400	Skill	Ciphers (Underworld)
Ciphers (Underworld) +20	400	Skill	Ciphers (Underworld) +10
Deceive	200	Skill	
Deceive +10	400	Skill	Deceive
Deceive +20	400	Skill	Deceive +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Bolter Drill	1000	Talent	
Double Team	500	Talent	
Street Fighting	500	Talent	
Peer (Select One)	500	Talent	Fel 30
Good Reputation (Select One)	500	Talent	Fel 50, Peer (Select one)
Persuasive Charm	800	Talent	Fel 35, Charm

NEW TALENT

PERSUASIVE CHARM

The Sons of Horus were known for being well-equipped, and always at the cutting edge of Legionary Technology. When Requisition is assigned, the Legionary may make a Challenging (+0) Charm test. If he succeeds, the Legionary may gain an additional 1d5 x Fellowship Bonus in Requisition points for himself. These additional Requisition Points cannot be shared or spread out through the squad, and may not be spent on Strategic Assets.

XVII - The Word Bearers

The heart of darkness itself, the Word Bearers, in their search for a cause to believe in, found not one, but four. The Legion that would become the Word Bearers was built not from a specific area, but from the sons of completely exterminated foes. While other Legions had begun to build camaraderie with each other, the XVII were a league apart. They were set aside from the beginning, and named the Imperial Heralds. They would be the ones to deliver the offer of Compliance – recant your bullshit, or be destroyed. Leading them would be guys in black armor, skull masks, and wielding eagle-winged maces. These were the first Chaplains, and they would spread the Imperial Truth, burning away a world's old icons and replacing it with secular thought. To their brother Legionaries, they were the Iconoclasts.

When Lorgar Aurelian was found on the world of Colchis, he had believed his father, the Emperor, to be a god. His legion was the slowest to conquer, as they had sought to build up faith in the Emperor in each world before moving on. This…did not go too well. With his great works destroyed and his Legion censured, Lorgar was devastated. He had always sought a figure to believe in, and the Emperor was not it. His foster father, Kor Phaeron, and Erebus, Jackass Prime, however, were waiting in the wings. Colchis had gods once before, and Lorgar set out to find them. In the Eye of Terror, he found them alright. From then on, his Legion, the Word Bearers, would conquer swiftly and remorselessly, always sowing the seed of chaos wherever they went, hiding behind a mask of loyalty.

Outwardly, the Word Bearers followed all the strictures of the Principia Bellicosa, but his chapters were organized not by unit makeup and capability, but by ideology. While Consuls and Praetors would command their units, the words of the Chaplains were held above. The Word Bearers, like the Emperor's Children, also made heavy use of auxiliaries, who followed them with faith bordering on fanaticism. For the greatest of legionaries, they would join the Serrated Sun Chapter, and embark on a pilgrimage that would reveal the true power of the gods of the warp, naming themselves the Gal Vorbak…

Word Bearers Characters

Word Bearers Legionaries gain the following benefits: +5 Willpower, +5 Fellowship, the Herald of Truth Demeanor, the True Believer Solo Mode, the Dark Fortune Squad Mode, and the Cut Them Down Drawback.

Solo Mode: True Believer
Rank 1 Effect: The Legionary gains a +10 to all Willpower- and Fellowship-based tests to resist hostile Interaction skills.
Improvements: At Rank 3, the Legionary affects an additional ten times the number of targets when using Interaction skills. At Rank 5, the Legionary rolls twice for Fear and Pinning tests, keeping the lower roll. At Rank 7, the Legionary the Rank 1 Effect of this Solo Mode to his allied Legionaries.

Squad Mode: Dark Fortune (Defense Pattern)
Action: Free Action **Cost: 3** **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and allies within Support Range may attempt to Dodge enemy Psychic Attacks using their Willpower score rather than their Agility.
Improvements: At Rank 5, once per Encounter, the Legionary and allies within Support Range may elect to force a single enemy or Strategic Asset to reroll successful Weapon Skill tests, Ballistic Skill tests, and Damage dice for that round.

Legionary Drawback: Cut Them Down
Effect: Should an enemy leave melee combat with the Legionary in any physical way, such as the Disengage Action, the Legionary must make a Challenging (+0) Willpower test, or charge the retreated enemy on his next available round. If an enemy leaves melee combat without using the Disengage action, the Legionary must perform an immediate melee basic attack, rerolling the Weapon Skill test if failed.

Demeanor: Heralds of Truth

"All I ever wanted was the truth."

So begins the Book of Lorgar. The Word Bearers from the beginning had specialized in suppression of ideological revolt, but destruction of all one loves, and public chastisement changes a man. Lorgar would find his new purpose, slipping the insidious seed of Chaos into worlds as he conquered them, and infecting the Legions with the concept of the Warrior Cults. This would accelerate the fall of some legions, such as the Emperor's Children, and cripple others, like the White Scars. Lorgar's sons followed, for they could see how right their father was – these new gods demanded worship and obedience, and they were worthy of it. Only the original Terrans of the Legion resisted at first, and these would be slowly and quietly purged over the decades. Lorgar never realized, or perhaps he could never accept, that his father the Emperor never truly cared about his "sons," and saw them all as mere weapons. It would be with this utter despair that his sons would work to tear down the Imperium, and a Primarch would pen his magnum opus, the Book of Lorgar, succeeding his first scripture – the Lectitio Divinatus, a treatise on the Emperor as a God.

Word Bearers Legion Advances

Advance	Cost	Type	Prerequisites
Deceive	200	Skill	
Deceive +10	400	Skill	Deceive
Deceive +20	400	Skill	Deceive +10
Forbidden Lore (Daemonology)	200	Skill	
Forbidden Lore (Daemonology) +10	400	Skill	Forbidden Lore (Daemonology)
Forbidden Lore (Daemonology) +20	400	Skill	Forbidden Lore (Daemonology) +10
Inquiry	200	Skill	
Inquiry +10	400	Skill	Inquiry
Inquiry +20	400	Skill	Inquiry +10
Invocation	200	Skill	
Invocation +10	400	Skill	Invocation
Invocation +20	400	Skill	Invocation +10
Air of Authority	500	Talent	Fel 30
Favored by the Warp	500	Talent	WP 35
Hatred (Select One)	500	Talent	
Meditation	500	Talent	
Unshakeable Faith	500	Talent	
Dark Channeling	1000	Talent	Meditation, Favored by the Warp, WP50

New Talent

Dark Channeling

The Legionary has been charged with the Warp itself, bound into incantations in armor and runes carved into skin. Their power, though no equal to the Gal Vorbak Dark Brethren, is still monstrous. During the Oath Taking phase of a mission, Legionary spends a Fate Point, and makes a Challenging (+0) Willpower test, gaining a +10 to this test for every level of Psy Rating he has. Depending on his Degrees of Success, he may apply one of the following bonuses for the duration of the mission. Bonuses are not cumulative – one must be selected based on the number of Degrees of Success achieved.
1-2 Degrees of Success: The Legionary rerolls failed Weapon Skill tests when charging, and gains the Fearless talent.
3-4 Degrees of Success: Increase the level of the Legionary's Unnatural Strength trait by 1.
5+ Degrees of Success: The Legionary gains the Daemonic (1) and From Beyond Traits, with all the horror that entails, as well as a PR35 Defensive Field that does not overload under normal conditions, representing defensive Warp auras.

XVIII - The Salamanders

The second component of the "Trefoil," three proto-legions formed and established separate from the rest, the Legion that would become the Salamanders were shrouded in mystery. Unlike other Legions, the Legion was split, separate taskforces reinforcing or acting as the vanguard for other components of the Excertus Imperialis. They could survive in the most terrible environs, as demonstrated during the Assault on the Tempest Galleries beneath the Caucasus Wastes, their skin hardening and blackening in response to radiation and other environmental factors. To fight alongside them meant the battle would be a glorious, but bloody affair, as the proto-Legion would never give an inch of ground, holding the line becoming a suicidal addiction. Such was their attrition rate, that their very survival as a Legion was in question, despite their toughness and resilience, exceeded only by the Death Guard.

The Primarch Vulkan was found on Nocturne, a tectonically active world rich in minerals and gemstones. They were a hardy, tribal people, who viewed their very world as an anvil to reforge themselves against. After some direct tutelage under the Emperor, Vulkan would lead his Legion, reunited, which would take the name of the saurian apex predators of Nocturne, the Salamanders. Salamanders were monsters of savage power, but showed unflinching loyalty to their offspring and family, and even more fierce in defense. Thus was it written that, upon meeting his Legion, did Vulkan bid them rise, and he kneel to them in turn. Kind to all was Vulkan, unless you were a xenos sympathizer, in which case there was no mercy.

The Legion's tendency towards asymmetric engagements would create a tendency towards small unit operations, with reserves marshalled as needed. The Legionaries' endurance allowed them to inflict disproportionate damage in battle. The Legion was not without heavy equipment, however. Each Legionary was trained in the art of the forge, and could manufacture and maintain even advanced equipment on an as-need basis. The work of a Salamander was masterwork.

Salamanders Characters

Salamanders Legionaries gain the following benefits: +5 Toughness, +5 Intelligence, the Promethean Cult Demeanor, the Promethean Gift Solo Mode, the Blood of Fire Squad Mode, and the Nocturne Born Drawback.

Solo Mode: Promethean Gift
Rank 1 Effect: The Legionary increases the damage of personal weapons with the Flame Quality by 1d10.
Improvements: At Rank 3, the Legionary increases the value of his Unnatural Toughness bonus by 1 against damage from weapons with the Flame quality. At Rank 5, the Legionary applies the Rank 1 effect of this squad mode to vehicle weapons he fires. At Rank 7, the Legionary increases the damage of the Flame Quality he inflicts on enemies by 1d10.

Squad Mode: Blood of Fire (Defense Pattern)
Action: Free Action **Cost: 3** **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and allies within Support Range immune to Fear, Pinning, and Stunning.
Improvements: At Rank 5, the Legionary and allies within Support Range gain the Regeneration (X) trait, where X is equal to half of each Legionary's individual unmodified Toughness Bonuses. The Legionaries may reroll failed Toughness tests to trigger the Regeneration trait.

Legionary Drawback: Nocturne Born
Effect: The Legionary may only add half his Agility bonus to his Initiative roll, rather than his full Agility bonus. If the Legionary uses a stat or external value other than Agility to calculate his Initiative roll, this is halved as well. Talents that double the Legionary's Agility for Initiative rolls instead allow the Legionary to use their full Agility Bonus instead. In addition, the Legionary subtracts his Agility Bonus from his final Charge and Run speeds.

Salamanders Legionaries may never become Moritats or Destroyer Marines, such is their disdain for evils of the Dark Age of Technology.

Demeanor: The Promethean Cult

There are some things that never change. The Salamanders would be transformed by the Promethean Cult, and its legacy would remain intact nearly ten thousand years later. The Promethean Cult spread the teachings and rituals of the Primarch Vulkan, a blending of Terran myth and Nocturne allegory. The Legionaries of the XVIII were indoctrinated in one key tenet – the Legions were designed to protect and liberate humanity, and each Legionary was a weapon to this end, forged in fire for both creation and destruction. As such, the Salamanders would be renowned for their empathy with the Excertus forces, hidden behind dark masks.

The Legionaries of the Salamanders, being one of the smaller Legions, would thus practice trials of endurance and strength, topped often with ritual scarring. Much of the Imperium would see this as barbaric or unnecessary, but as they did not venerate a god, it was tolerated. Holding to the Promethean Cult would save the Legion's very soul – when ambassadors of the Word Bearers arrived, bringing with them the concept of the Warrior Lodge, they were received with at best polite indifference, and thus the taint of Chaos would have no foothold within the Promethean Cult.

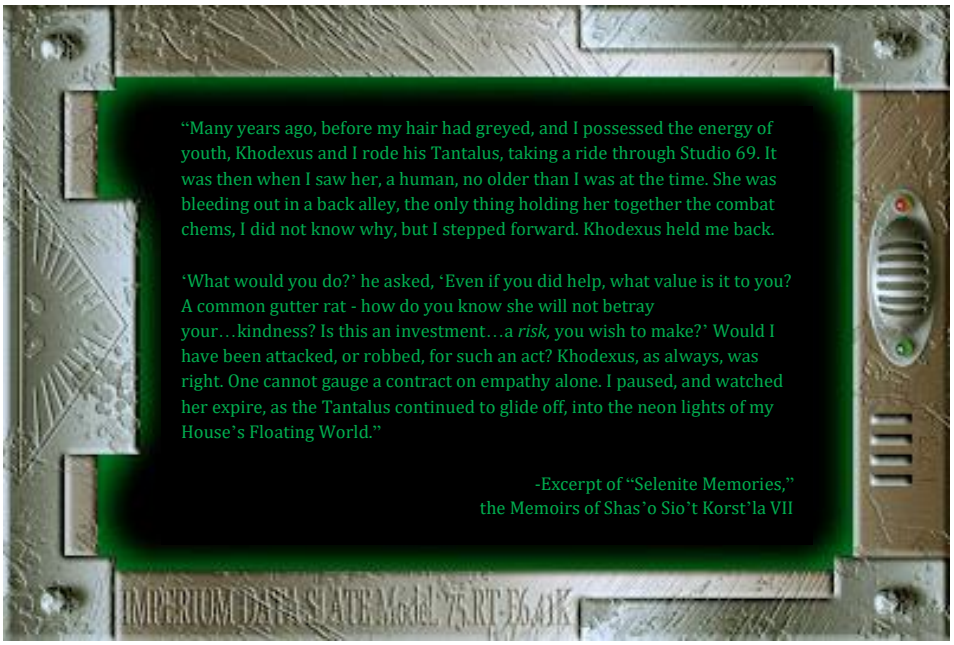
Salamanders Legion Advances

Advance	Cost	Type	Prerequisites
Charm	200	Skill	
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Tech Use	200	Skill	
Tech Use +10	400	Skill	Tech Use
Tech Use +20	400	Skill	Tech Use +10
Trade (Armorer)	200	Skill	
Trade (Armorer) +10	400	Skill	Trade (Armorer)
Trade (Armorer) +20	400	Skill	Trade (Armorer) +10
Armor-Monger	400	Talent	Int 35, Tech Use, Trade (Armorer)
Cleanse and Purify	400	Talent	
Duty Unto Death	800	Talent	WP45
Hardy	500	Talent	T40
Iron Jaw	500	Talent	T40
Melta Weapon Expertise	800	Talent	BS40

New Talent

Melta Weapon Expertise

The Salamanders were experts at directed heat weaponry, and many took the time to alter such weapons, focusing the beam for longer ranges. When firing any weapon of the Melta category (such as an inferno pistol, meltagun, multi-melta, or other weapon with the Melta quality), the Legionary counts its Range as being increased by a number of meters equal to two times his Ballistic Skill Bonus.


"Many years ago, before my hair had greyed, and I possessed the energy of youth, Khodexus and I rode his Tantalus, taking a ride through Studio 69. It was then when I saw her, a human, no older than I was at the time. She was bleeding out in a back alley, the only thing holding her together the combat chems, I did not know why, but I stepped forward. Khodexus held me back.
'What would you do?' he asked, 'Even if you did help, what value is it to you? A common gutter rat - how do you know she will not betray your…kindness? Is this an investment…a *risk,* you wish to make?' Would I have been attacked, or robbed, for such an act? Khodexus, as always, was right. One cannot gauge a contract on empathy alone. I paused, and watched her expire, as the Tantalus continued to glide off, into the neon lights of my House's Floating World."
-Excerpt of "Selenite Memories,"
the Memoirs of Shas'o Sio't Korst'la VII

XIX - The Raven Guard

The legion referred to as the "Hidden Hand of the Emperor" was drawn from the Xeric Tribes of the Asiatic Dustfields (As always, linguistic and armor patterning indicates what was once the Pacific Ocean, near the former New Zealand, Australia, and South Asia), and were drastically different from what they would become. They possessed a propensity for cruelty, as well as a disdainful attitude against the weak. Their tendency to apply war paint of Terran dust to their armor would earn then the name "Pale Nomads" and "Dust-Clad." It was during the tail of Unification, where the Legionaries would be split into small operator teams and subjected to the worst of the psy-weapons of Terra, that cracks would begin to show, bearing the fruit of the first Moritats. The Legion would act in support of the XVI often, acting as their vanguard charge, until the coming of Corax.

With the coming of the Raven Lord, the Legion made a complete 180. Corax was a liberator who fought against the slavers of his home, and would not bear to see his Legion possessed of the same tactics. Thus would he deploy a majority of the Terrans of the Legion under the Shade Lords to the outer darkness, ignored and forgotten. Uniting with discarded elements of other legions, they would yet have a part to play ten thousand years later. Under Corax's guidance, the "Raven Guard" would be remade, the remaining Terrans purged in frontal assaults, a mirror of the purges of the Traitor Legions, and the Primarch could exert perfect influence over his under-strength Legion.

The Raven Guard drew both from their formative experiences on Terra and the guerilla cells of Lycaeus and Kiavahr, renamed Deliverance. They would favor rapid strikes, outflanking actions, mobility, stealth, and reconnaissance, while still capable of fighting in set-piece warfare. Chain of command was loose, and a culture of honest counsel was ever-present. The Raven Guard would replenish themselves and reform, until struck low in the Isstvan Massacre.

Raven Guard Characters

Raven Guard Legionaries gain the following benefits: +5 Agility, +5 Perception, the Deliverers Demeanor, the Raven's Vengeance Solo Mode, the By Wing and Talon Squad Mode, and the Flesh over Steel Drawback.

Solo Mode: Raven's Vengeance
Rank 1 Effect: At the start of a combat encounter, the Legionary must declare an enemy his chosen prey. This must be a Master or Elite level enemy at the minimum, and must be equivalent to an overall leader of enemy forces or the strongest enemy on the field, subject to the GM's judgement. The Legionary gains a +10 to Weapon and Ballistic Skill tests to attack this enemy, and ignores his chosen enemy's Fear Rating.
Improvements: At Rank 3, the Legionary rerolls failed Weapon and Ballistic Skill tests to attack his chosen prey. At Rank 5, the Legionary may choose to reroll damage inflicted against his chosen prey. The second result stands. At Rank 7, the Legionary gains an extra point of Renown at the conclusion of the mission after he successfully kills the chosen prey. The Legionary must be the one to place the killing blow.

Squad Mode: By Wing and Talon (Attack Pattern)
Action: Free Action **Cost: 3** **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and allies within Support Range halve penalties to Concealment and Silent Move from Armor if they are in Power Armor. If the Legionary or allies within Support Range are wearing Jump Packs, they instead gain the Brutal Charge trait.
Improvements: At Rank 5, the Legionary and allies within Support Range ignore penalties to Concealment and Silent Move from Armor, and may move an additional number of meters equal to the value of their Agility Bonus when they take any form of Move, Run, or Charge action, if they are in Power Armor. If the Legionary and allies within Support Range are in Terminator Armor, riding Bikes or Jetbikes, or equipped with a Jump Pack, they instead increase the value of their Unnatural Strength bonus by 1 during the round in which they charge an enemy. This replaces the Rank 1 Effect.

Legionary Drawback: Flesh over Steel
Effect: The cost to purchase Ground Vehicles and Ground Vehicle assets is increased by 10% for the Legionary, rounding up if necessary. Bikes and Jetbikes of all kinds are unaffected. In addition, the Legionary suffers a -10 penalty to Command tests to direct vehicle Strategic Assets.

Demeanor: Deliverers

The young Corvus Corax had grown up as a savior to the slaves of his homeworld, and he would impart these same values to each Legionary under his command. With the terrans exiled or purged in the Battle of Gate 42, the majority of the Legion would be Lycaean in nature. They would draw from their combat experiences, and become one with the shadows, and their Reconnaissance squads would be the envy of every other Legion. Only their Primarch would exceed a Legionary's skill at stealth. Never again would the Raven Guard intimidate and enslave, but they would deliver from injustice any pockets of oppressed humanity they could find, striking from the darkness, until it was too late to stop their full might.

But what of the Shade Lords exiled to the Outer Darkness? They would remain there, operating under the Nomad Predation pattern, taking troops and equipment as they travelled. Their murderous tendencies would remain, separate from the Legion proper, and Corax would never give the order to reunite. Eventually, many warbands of these Shade Lords would unite with other Legion or Blackshield Warbands of the Outer Dark, and their legacy would be modern chapters like the Carcharodons.

Raven Guard Legion Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	400	Skill	Concealment
Concealment +20	400	Skill	Concealment +10
Scrutiny	200	Skill	
Scrutiny +10	400	Skill	Scrutiny
Scrutiny +20	400	Skill	Scrutiny +10
Silent Move	200	Skill	
Silent Move +10	400	Skill	Silent Move
Silent Move +20	400	Skill	Silent Move +10
Shadowing	200	Skill	
Shadowing +10	400	Skill	Shadowing
Shadowing +20	400	Skill	Shadowing +10
Deadeye Shot	500	Talent	BS30
Hard Target	500	Talent	Ag 40
Marksman	500	Talent	BS 35
Talented (Concealment)	500	Talent	
Ambush	500	Talent	Concealment
Stealth Sniper	800	Talent	Concealment +10

New Talents

Ambush

The Legionary's attacks against Unaware Targets inflict 1 additional Damage for every 2 Degrees of Success on the Weapon Skill or Ballistic Skill Test beyond the first.

Stealth Sniper

Whenever the Legionary makes a Standard Ranged Attack Action or Ranged Called Shot Action against an enemy while he is in Cover or otherwise Concealed, he may make a Challenging (+0) Opposed Concealment Test, opposed by the Awareness Skill of any foes who might hear or see the shot. If he succeeds, he remains hidden from his enemies. The GM should adjust the Difficulty of the character's Stealth Test or the enemy's Awareness Test depending on the noise made by the weapon the character uses and any other environmental factors.

XX - The Alpha Legion

The Legion that launched a thousand memes, the Alpha Legion are the third component of the Trefoil, three Legions alongside the Space Wolves and Salamanders, built separately from the other Legions. They were a weapon not even the Emperor could control, and the Warmaster Horus would fare no better. The Legion was from the beginning shrouded in secrecy, practicing targeted strikes, false-flag operations, abductions, and assassinations, under the writ of unassailable clearance codes. This "Ghost Legion" would continue to operate out of official scrutiny, until the discovery of Alpharius and Omegon, the Twin Primarchs, from which no history can be accurately gleaned, and their unity with their Legion.

Unity, power, and confusion were the call signs of the Alpha Legion, and they would specialize in a battle tactic called the Harrowing, one of a thousand other names, where enemies were bled into confusion and disorder, before the final blow was struck. The result was decimation for the Alpha Legion's enemies, and their victories piled up with astonishing speed. Their desire for convoluted plans, later an addiction, would distance them from the other Legions, barring the XVI. It is rumored, with no certainty, that the Dropsite Massacre itself that birthed the Age of Darkness was planned directly by the Alpha Legion and their Primarchs.

Alpha Legion Characters

Alpha Legion Legionaries gain the following benefits: +5 Intelligence, +5 Perception, the Head of the Serpent Demeanor, the Harrowing Solo Mode, the Mutable Tactics Squad Mode, and the Martial Hubris Drawback.

Solo Mode: The Harrowing
Rank 1 Effect: The Legionary's ranged attacks cause Pinning, with a penalty to the Willpower test equal to 5x the damage inflicted (after armor and toughness).
Improvements: At Rank 3, the Legionary improves the penetration of his ranged attacks by a value equal to his Perception bonus. At Rank 5, the Legionary adds his Intelligence Bonus to Critical results scored against non-Super-Heavy vehicles. At Rank 7, the Legionary's ranged weapons gain the Vengeful (9) Quality.

Squad Mode: Mutable Tactics (Attack Pattern)
Action: Full Action **Cost: 3** **Sustained:** Yes
Rank 1 Effect: While this ability is in effect, the Legionary and allies within Support Range gain one of the following benefits:
-After initiative has been rolled, but before the start of combat, each Legionary may make a free Full Move action. Initiative resumes as normal.
-Reroll failed Concealment and Silent Move tests.
-Ignore the effects of Difficult and Arduous Terrain
-Gain the benefits of the Tank Hunters talent if the Legionary does not already possess it.
- Gain the benefits of the Counter-Attack talent if the Legionary does not already possess it.
-Gain a +10 bonus to resist enemy psychic powers.
Improvements: At Rank 5, the Legionary may change the benefit as a Free Action.

Legionary Drawback: Martial Hubris
Effect: If a Strategic Asset purchased by the Legionary is destroyed in battle, the Legionary is rewarded one less Renown at the end of the mission, to a minimum of zero. This penalty is applied only once, even if multiple assets are destroyed.

An Alpha Legion Legionary may enter the Advanced Specialization of any Legion, not just the Alpha Legion ones. The Legionary is still limited to entering only one Advanced Specialization.

Demeanor: The Head of the Serpent

Though no definitive history can be determined for both the Legion and its two Primarchs, where even the Forge World HH3 Book is seven pages of "we dunno lol", the same cannot be said for their disposition. The Alpha Legion had done the impossible – there was no separation between Primarch and Legionary. Each was perfectly capable of working alone, of with their ever-present network of sleeper agents and saboteurs, the Sparatoí, and the loss of the chain of command did not impact the Legionary's battle plans at all. They possessed a unity of action within their ranks, their coordination peerless, which facilitated their constantly shifting plans. While outwardly fitting to the Principia Bellicosa, the Legion-standard organization, the Legionaries were radically more fluid and specialized, while retaining the ability to fight conventional battles.

Most bizarre of all was the Legion's penchant for infiltration into ***other legions,*** able to mimic their abilities, tactics, and mannerisms to the point of deceiving everyone short of a Primarch. Legions later in the Age of Darkness, especially Corax and Guilliman, would constantly exist in doubt, wondering if their forces were who they truly said they were.

Alpha Legion Legion Advances

Advance	Cost	Type	Prerequisites
Deceive	200	Skill	
Deceive +10	400	Skill	Deceive
Deceive +20	400	Skill	Deceive +10
Disguise	200	Skill	
Disguise +10	400	Skill	Disguise
Disguise +20	400	Skill	Disguise +10
Security	200	Skill	
Security +10	400	Skill	Security
Security +20	400	Skill	Security +10
Scrutiny	200	Skill	
Scrutiny +10	400	Skill	Scrutiny
Scrutiny +20	400	Skill	Scrutiny +10
Sleight of Hand	200	Skill	
Sleight of Hand +10	400	Skill	Sleight of Hand
Sleight of Hand +20	400	Skill	Sleight of Hand +10
Rapid Reaction	500	Talent	Ag 40
Talented (Choose One)	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Constant Vigilance	700	Talent	Awareness +10, Int 35, Per 35
Insurrectionist	800	Talent	

New Talents

Constant Vigilance

The Legionary may use his Perception or Intelligence rather than his Agility bonus for initiative, and any talents that alter the Legionary's Agility bonus for the purposes of initiative instead affect his Perception or Intelligence bonus. In addition, the Legionary rolls two dice for initiative, picking the higher of the two.

Insurrectionist

Once per session, the Legionary may make a Challenging (+0) Scrutiny test. If successful, after 1d10 minutes, a member of the Alpha Legion Sparatoí, be it an agent, operative, or homeless bum, shows up to help the Legionary in an explicitly stated goal. The GM determines what support the Sparatoí agent can provide, but it should be at minimum helpful intelligence. The Sparatoí's starting disposition is up to the GM, but can be improved over time through player actions such as saboteur support, distraction attacks, or feeding the bum, increasing their disposition.

Blackshield Marauders

"Blackshield" harkens back to an ancient time of Terra, where warriors who choose to, or be forced to, cast off their allegiance, by concealing his markings or painting them over entirely. Thus was it impossible for strangers to know where their true loyalties, if any, lay. While many groups of Blackshields would be identified over the course of the Horus Heresy, no two were exactly the same. Most would simply fight for their own cause – survival in a galaxy that would be consumed by war.

Most Blackshield warbands would organize themselves as infantry companies, as keeping heavy equipment supplied would be difficult, though not impossible. Great waves of Marauders, guided by the Chieftains who may have once been sergeants, lieutenants, or other leaders in a brighter age, overwhelm enemies with overwhelming force, and capturing any war materiel, such as ammunition, weapons, or vehicles, for future use.

The formation of Blackshields themselves could vary. While all were outcast by the Legions proper, some would be drawn from the Warmaster's Legions who still believed in Truth and Unity, while others would denounce their genefathers and the Emperor, and gladly reave for the cause of the Warmaster. In some cases, these Blackshields would wash their hands of both sides, or even turn to forbidden alchemy and genetic practices to refill their numbers. Varying widely in demeanor even within their squads, Blackshields would range from taciturn warriors intent on delivering justice, to murderous pirates who care only of themselves, and establishing domains and empires of their own far from the eye of the Emperor and Warmaster as the Age of Darkness dawned.

To create a Blackshield Marauder is a potentially game-changing choice, and therefore it is advised that all players discuss the prospect with their GM before allowing a Blackshield Marauder character, or playing as a Blackshield company.

Blackshield Characters

Blackshield Marauders gain +5 to any two Characteristics of their choice. They do not possess a Demeanor, as the circumstances of each Blackshield are unique. Blackshield Marauders possess the Strike from Position of Strength Solo Mode, and the Outcasts Drawback. A Blackshield Marauder does not possess a Squad Mode, and instead gains a Wrought By War trait, which is always active.

Solo Mode: Strike from Position of Strength
Rank 1 Effect: When rolling for initiative, the Blackshield may add up to half his Intelligence Bonus to his roll, rounding down.
Improvements: At Rank 3, after rolling for initiative but before the first round of combat, the Blackshield may perform a Full Move as a Free Action. At Rank 5, the Blackshield may add up to his full Intelligence bonus to his Initiative roll. At Rank 7, enemies targeted by the Blackshield's melee and ranged attacks during the first round of combat are treated as Surprised.

Legionary Drawback: Outcasts
Effect: The cost to purchase Vehicles and Vehicle strategic assets is increased by 20% for the Blackshield, rounding up if necessary. The Blackshield or his squad may never purchase Drop Pod strategic assets, though Dreadclaw and Assault Claw strategic assets may be purchased as normal. In addition, the Blackshield may never benefit from Squad Mode, Rites of War, or any bonuses of any kind granted by allies, unless that ally is also a Blackshield Marauder.

A Blackshield may select any Specialty, but should his Specialty grant him an Astartes Bolter of any pattern, this is instead replaced by a choice of Pariah Bolter, Lascarbine, or Autogun. When generating or selecting Mark of Armor during character creation, the Blackshield's standard Power Armor is replaced by Pariah Power Armor of that Mark.

Blackshields may purchase weapons and wargear from the Pariah Wargear section of the Armory.

A Blackshield may never select the Praetor Advanced Specialization, but may select the Reaver Lord option as a Consul Specialization.

New Trait

Wrought by War

Each Blackshield has his own reason for existing, and his own particular origin, reflected in how he fights. The Blackshield Marauder selects one of the following traits to apply to his character.

Death Seekers

Due to rapid psycho-indoctrination, a need for atonement, or brutal enforcement, the Blackshield is psychologically unstable, the is consumed by a drive to offer up his life in battle. He seeks to take as many down with him as possible, and can shrug off injury as he loses himself in battle.

The Blackshield may roll 1d10 for every melee or ranged hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored. In addition, the Blackshield ignores penalties to any Willpower test he must make, as well as the effect of Pinning. However, at the end of his turn, the Blackshield must perform a Challenging (+0) Willpower Test if he is not inside a transport or fortification. If this test is failed, the Blackshield must immediately perform a Full Move towards the nearest enemy, though he may not end this move in melee combat with the enemy.

Orphans of War

Having been the subject of harsh betrayal, the Blackshield now only trusts those next to him in the line of battle. For their brothers they will fight and die to see another dawn, but for Emperor or Primarch, they have nothing but scorn.

When within support range of an allied Blackshield, the Legionary gains a +10 bonus to Fellowship and Willpower tests, and can reroll failed Weapon Skill and Ballistic Skill tests of up to one Degree of Failure. The Blackshield also gains the Hatred (Master-Class Enemies) talent. However, the Legionary cannot purchase or benefit from the Consul Chaplain Advanced Specialization, and bonuses to tests granted by non-Blackshield allies are instead applied as penalties to the Blackshield.

Outlanders

Having washed their hands of the civil war raging around them, these Blackshields now pursue their own goals, turning to the path of the corsair to seek their fate, and leaving failures in the dust. Personal survival, and power, is all.

During mission preparation, the Blackshield and allies may opt to arrive at the battlefield by busted teleportarium, sorcerous paths, or other method of Deep Strike. If this is performed, the Blackshield and allies suffer 1d5 damage, ignoring armor and toughness, due to the ghetto-rigged methods used. The Blackshield may purchase Xenos Deathlocks at a 50% discount, rounding up. However, if more than half (rounding up if necessary) of the number of allied player characters of the Blackshield are killed or forced to burn fate, the Blackshield must perform a Challenging (+0) Fellowship test at the start of each turn. Once this test is failed, the Blackshield must immediately begin to retreat, such as via the Run action, enabling a Teleport Homer, or other action, and will continue to do so until the encounter is completed or he has escaped the combat.

Chymeriae

Whether failed rapid implantation, or experiments on genestock, the Chymeriae were designed to give their Legion a decisive edge. It would not work, without fail. All they would get were monsters, which were tossed out on their own, if they did not succumb to madness or mutation first.

During mission preparation, the Blackshield may perform a Challenging (+0) Toughness test. If this test is successful, he may select one of the following bonuses for the duration of the mission. If this test is failed, he instead gains 1d5 Corruption Points as his body tears itself apart.
Option 1: +10 Strength, +10 Toughness, -10 Agility, reduce Charge and Run distance by Agility Bonus.
Option 2: +10 Weapon Skill, +10 Ballistic Skill, -20 Willpower.
Option 3: -10 Ballistic Skill. Gain the Fear (1), Unnatural Speed, and Brutal Charge traits.

In addition, the Blackshield or Allies may not purchase non-Legiones Astartes strategic assets.

II

LEGIONARY SPECIALTIES

NEW SPECIALTIES

NEW COMMAND SPECIALTIES

RITES OF WAR

ADVANCED LEGION SPECIALTIES

Chapter II: Legionary Specialties

"Thexus, would you honor me with a lesson on the tactics of the Legiones Astartes?"

-Cyril, Praetor of the Ice Wraiths, studies the ancient battle-tactica of the Legiones Astartes

The Legiones Astartes drew not from the Codex Astartes of modern times, but a weighty tome known as the Principia Belicosa. At the head of each Legion was their Primarch, genefather to every Legionary and direct link to the Emperor, followed by the Consular Representatives, such as astropaths, navigators, officers of the Librarius, Masters of the Fleet, Masters of the Armorium, and Centurion Consuls of appropriate station. Next would be the Vexillarius, the Legion's standard bearers, followed by the Honor Guard of the officers.

Beneath this command hierarchy, the Legion was split into Chapters, each of roughly a thousand warriors, though as time went on this number would be an approximation. Some Legions would rename their Chapters, such as the Fellowships of the Thousand Sons, Millennials of the Emperor's Children, or Clans of the Iron Hands. Each Chapter's command was separated by a Lord Commander (such as a Chapter Master, Warsmith, etc), his Consul Specialists and Vexillarius, and further split down into two Battalions, each five hundred strong. Battalions followed an identical command structure as chapters, led by a Lieutenant-Commander (such as a Commander, Shadow Captain, Marshal, etc), and were finally split into Companies.

We can begin to see the original source of the Codex Astartes within this organization, as Companies were composed of one hundred soldiers, with the First Company possessing veterans and elite units, Second through Fourth tactical Line Troopers, and the Fifth and onward specializing in specialist troops such as Seekers and Destroyers. Companies were led by Captains, followed by their standard bearers, and further split into Squadrons of fifty troopers each. A typical Squadron would consist of a Lieutenant, two Tactical Squads of twenty Legionaries, and a support squad of ten Legionaries. At the Company Level, assets such as veterans or specialists, armored vehicles, support batteries, dreadnoughts, and transports could be assigned at the Squadron Level.

Each individual Primarch would, over time, gradually change this. The Iron Hands' Clans would be self-sustaining conglomerates, while the Thousand Sons, for instance, would mix their Fellowships with the Five Cults and Three Orders of Prospero. However, almost every legion would follow the tenets of the Principia Belicosa, with many of their Legionary Specialties advancements or refinements of these basic Legionary specialties. It would not be until the closing days of the Age of Darkness when, through the touch of Chaos, many Legions' organizations would shift into something monstrous.

New Specialties

"MODERN LEGIONARIES HAVE LOST MUCH. THERE ARE TACTICAL GAPS IN THEIR BATTLE FORMATIONS AND COMBAT CAPABILITIES."
"An' that's by design, ya big toaster. If they can't do everything, it cuts down the damage if they rebel."

-Executor Thexus, Paragon of Metal, and Rockfist Fearengine, former Engineer's Guildmaster, discuss modern Astartes battle tactica.

The Legiones Astartes could draw upon many of the specializations known in the modern day. It was here where Tactical Legionaries were first used as standard line troopers, where specialist squads were first created and utilized, and elite veterans pioneering new tactics. As a result, while much remains the same and easily recognizable, there are some major differences to take into account.

Tactical Marines are line troopers, rather than veterans of combat as they are in the modern day. They are beginning to grasp the basics of battlefield tactics as well as the proper application of overwhelming force. Assault Marines are assault specialists, and change little. Devastator Marines at this time were known as Heavy Support Marines, although their job description was the same. Techmarines and Apothecaries were part of separate covenants within a Legion, and although they were specialists with a slightly higher rank, would often defer to the standard Legion chain of command. One thing to note is the absence of Librarians – pioneered by Sanguinius, and advocated by Magnus, when the Council of Nikaea banned all psychic powers from the Legions, the Librarians were returned to line trooper duties, told to suppress their powers. What few legions that still maintained their Librarians did so as a consul specialization. **Unless explicitly allowed by a GM, a player may not select the Librarian specialization.** If this specialization is allowed, the Librarian is considered a Centurion Consul, and has command benefits appropriate to their station.

There are new basic specializations, as well, which may be selected as normal during character generation. Breacher Marines are peerless defenders whose shield walls guard zone mortalis operations. Destroyer Marines can kill a planet with their rad and Phosphex weapons as easily as they can their enemies. Recon marines replace the modern-day Scouts, as experience serves one well as the infiltrated vanguard. Seekers, hunter-killers extraordinaire, would select a target, and kill their target, mastering their exotic weaponry to a degree quite unhealthy for their enemies.

A summation of the changes is listed below.

Tactical: Replace Standard Issue Gear with "One Astartes Bolter of any pattern." Replace special abilities with the following.

Fury of the Legion: As a Full Action, the Legionary may perform the Semi-Auto Burst or Full-Auto Burst Action with any Pistol or Basic Bolt-class weapon twice. These count as separate attacks, and suffer a -20 penalty to Ballistic Skill rather than the normal bonuses. If this action is taken, the Legionary may not perform any kind of ranged attack action the following round, though he may move, attack in melee combat, run, etc. If the Legionary is dual wielding weapons, he must select one weapon to use with this ability – he may not fire the other weapon. At Rank 3, the test is performed without penalty or bonus. At Rank 6, the Legionary benefits from the normal bonus to Ballistic Skill the Semi-Auto or Full Auto Bust action grants.

Assault: No mechanical changes.

Devastator: Renamed to "Heavy Support," no mechanical changes.

Apothecary: No mechanical changes.

Librarian: ***BANNED FROM TOURNAMENT PLAY*** unless allowed by GM**.**

Techmarine: May take the Accelerated Repairs talent at Rank 3 for 500 XP, the Battlesmith Talent at Rank 5 for 800 XP, and may take up to four Servo-Automata as Followers for 1000 XP each. If the Techmarine does not possess a Cortex Controller, each Servo-Automata is limited to one Half Action per round. If he does possess a Cortex Controller, all Servo-automata within range may perform their own normal Actions as directed by the Techmarine as a Half Action command if one Servo-Automata, or a Full Action command if two or more. This command counts as an Attack, so the Legionary may not perform attack actions themselves that round.

SERVO-AUTOMATA

Affectionately called "Servo-Squids" by those who work heavily with them, Servo-Automata are adorable constructs who float slightly above the ground, their armored frames as tough as an Iron Hand. They are capable of being armed with a variety of basic and heavy weapons, and float dutifully behind their Techpriest owner, happily chirping all the while. They make squeaking sounds when one hugs them.

Servo-Automata are capable of replacing their bolter for one of the following options, purchased with the Legionary's renown as normal - Power Fists, Lascutters, Flamers, Rotor Cannons, Heavy Bolters, Multi-Meltas, or Missile Launchers. The Servo-Automata will not complain if you overload it with gear, but try not to. You will make it sad. Unless… that was your intent all along? You heartless monster.

Servo-Automata								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
30	**30**	**40**	**50**	**30**	**10**	**20**	**30**	**05**

Movement: 6/12/18/36 **Wounds:** 10
Armor: Machine (4)
Total TB: 10
Skills: Awareness, Dodge, Tech Use
Talents: None.
Traits: Auto-Stabilized, Hover (6), Servo-Automata Support†, Machine (4), Unnatural Strength x2, Unnatural Toughness x2
Weapons: Chainsword and Bolter.
Gear: Internal Micro-Bead
†**Servo-Automata Support:** If the Servo-Automata is within 1m of its owner, it grants a +10 to Tech Use tests when repairing Vehicles and Battle Automata.
Availability: Very Rare

NEW TALENTS

ACCELERATED REPAIRS

Prerequisites: Tech Use +10
The Legionary begins to understand how to better adapt to battlefield conditions when performing field repairs. When performing a Repair Test using Tech Use as per Rites of Battle p.170, the Techmarine may halve the time the repair takes (rounding down) by making a Difficult (-10) Tech Use test rather than a Challenging (+0) Tech Use test. The Legionary may fully repair a vehicle's hull integrity to full by devoting 1d5 days to repair, rather than 2d5 days as normal.

BATTLESMITH

Prerequisites: Accelerated Repairs, Tech Use +20
The swirl of battle will not bother the Legionary, for his calling is to repair the machine, wherever it may fall, even in the middle of the raging battlefield. The character may make a Challenging (+0) Tech Use test to restore lost Hull Integrity to Vehicles and Battle Automata as a Full Action. This test suffers a -10 penalty if the vehicle is Heavily Damaged, and a further -10 per point of Critical Damage the vehicle has suffered. Success restores a number of Hull Integrity equal to the character's Intelligence Bonus, plus one Hull Integrity per degree of success (removing Critical Damage before normal Damage). In addition, the Legionary no longer rolls 1d10 to determine if a vehicle weapon is too damaged to repair – he may always repair a broken vehicle weapon with a Challenging (+0) Tech Use test as a Full Action.

Breacher Siege Marine

"A MIGHTY FORTRESS ONE MAY CLAIM TO BE, LEGIONARY, BUT A LARGE SLAB OF CERAMITE HELPS IMMENSELY."

-Executor Thexus, Paragon of Metal, explains the Breacher Siege Marine to the Republican Commandos.

Breacher Siege Marine Squads, commonly abbreviated to Breacher Marines, excel in the hazardous environments of void operations, and the first-wave charge of a breached fortress. Ever since the beginning of the Great Crusade, Space Marines specialized themselves in wargear and tactics to survive, even excel in what would eventually be deemed Zone Mortalis. Legions such as the World Eaters and Iron Warriors would grow to excel at the tasks, while Imperial Fists would take to the role as if borne into it, ultimately refining their technique and establishing the ranks of the Phalanx Warders.

Breacher Marines' signature equipment is the Boarding Shield, a heavy slab of ceramite that is designed to resist enemy fire and allow the Breacher to constantly advance at the hapless enemy. In the case of void combat and hazardous environments, where a Breacher is expected to proudly take the vanguard, the Breacher's armor is hardened to resist fires and blasts, be it from an enemy artillery barrage or a jet of compressed gases from the pipes of a rapidly failing voidship. From behind their boarding shields, the Breacher puts out a steady hail of fire, advancing with his brethren to take a point, or die trying.

A defensive-oriented ranged specialization, the role of the Breacher would be forgotten over the years, as the role of Astartes shifted from line trooper to shock trooper. Few chapters maintained them as a subset of the Tactical Marine, to be used in Siege Vanguard formations, but for most chapters, the true skill of the Breacher Siege Marine would be lost.

Starting Equipment

The Breacher Marine gains an Astartes Bolter (pattern of his choice), a Boarding Shield, and the Void-Hardened Upgrade to his Astartes Power Armor (allows the wearer to reroll failed Agility tests against Flame and Spray weapons), in addition to the standard issue gear of all Specialties.

Starting Skills

The Breacher Marine begins with Demolition as a Trained Advanced Skill.

Special Ability

Choose one of the following:

Valorous Advance

As long as the Breacher Marine wields a Boarding Shield and a Basic Weapon of any kind, he retains any bonuses to Ballistic Skill when performing a ranged attack action after moving.

Heart of the Legion

As long as the Breacher Marine wields a Boarding Shield, he gains the Sturdy trait, and may parry Horde Melee Attacks at a penalty equal to half the Horde's Magnitude.

Oath-Taking

A Breacher Marine selected as Squad Leader may take the Oath of the Astartes, the Oath to the Emperor, or the Oath of Loyalty.

Legion Breacher Siege Marine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	500	1,000	1,500	2,000
Ballistic Skill	500	1,000	1,500	2,000
Strength	500	1,000	1,500	2,000
Toughness	200	500	1,000	1,500
Agility	500	1,000	1,500	2,000
Intelligence	200	500	1,000	1,500
Perception	750	1,500	2,000	5,000
Willpower	200	500	1,000	1,500
Fellowship	750	1,500	2,000	5,000

Rank 1 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Parry	200	Skill	
Survival	200	Skill	
Tactics (Siege Doctrine)	200	Skill	
Iron Jaw	500	Talent	T 40
Resistance (Cold)	500	Talent	
Resistance (Heat)	500	Talent	

Rank 2 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Demolition +10	400	Skill	Demolition
Parry +10	400	Skill	Parry
Guardian	600	Talent	Ag 40
Hardy	500	Talent	T 40
Hip Shooting	600	Talent	BS 40

Rank 3 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Demolition +20	400	Skill	Demolition +10
Survival +10	400	Skill	Survival
Hard Target	600	Talent	Ag 40
Combat Master	600	Talent	WS 30
Last Man Standing	800	Talent	Nerves of Steel

Rank 4 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Parry +20	400	Skill	Parry +10
Abiding Resilience	800	Talent	T 40
Deflect Shot	500	Talent	Ag 50
Modify Payload	600	Talent	Demolition
Sound Constitution (x2)	1000	Talent	

Rank 5 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Survival +20	400	Skill	Survival +10
Tactics (Siege Doctrine) +10	400	Skill	Tactics (Siege Doctrine)
Stalwart Defense	750	Talent	Legiones Astartes
Desperate Strength	1000	Talent	T 50
Wrecker	750	Talent	Int 40

Rank 6 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics	400	Skill	
Duty unto Death	800	Talent	WP 45
Vanguard Charge	1000	Talent	S 45, Bulging Biceps, Hip Shooting
Signature Wargear (Artificer Armor)	1200	Talent	
Sound Constitution (x2)	1000	Talent	

Rank 7 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	400	Skill	Acrobatics
Tactics (Siege Doctrine) +20	400	Skill	Tactics (Siege Doctrine) +10
Step Aside	800	Talent	Ag 40, Dodge
Vengeful Protector	1000	Talent	WS 45, S 45
Combat Formation	500	Talent	Int 40

Rank 8 Legion Breacher Siege Marine Advances

Advance	Cost	Type	Prerequisites
Security	400	Skill	
Counter-Attack	1000	Talent	WS 40
Mighty Shot	1000	Talent	BS 40
Sound Constitution (x2)	1000	Talent	
Sturdy	1000	Trait	

NEW TALENTS

The Breacher Marine gains access to the following talents, extracted or altered from Rogue Trader, Only War, tabletop special rules, or other sources.

Guardian

(Prerequisite: Agility 40)

The Legionary puts himself in harm's way to defend his allies, even taking lethal hits for them. As a Reaction, the Legionary may sacrifice all of his Actions for the next Round to switch places with an ally within Close Support Range (provided there is no obstruction in the way). The Legionary becomes the new target of any attacks previously targeting the ally.

Abiding Resilience

(Prerequisite: Toughness 40)

The Legionary's duty carries him, refusing to die until the mission is complete. When expending a fate point to regain wounds, the Legionary recovers 1d10 plus his unmodified Toughness Bonus (instead of 1d10 wounds as normal), and removes one level of fatigue.

Modify Payload

(Prerequisite: Demolition)

The Legionary carefully prepares his breaching charges for maximum devastation. When preparing a grenade or explosive that has the Blast or Smoke Quality, the Legionary may make a Challenging (+0) Demolition test. If he succeeds, the weapon increases Damage (if it deals Damage normally) and its Blast or Smoke Quality by 1, plus 1 for every three additional Degrees of Success beyond the first that he scores on the Test. If he fails by a number of Degrees of Failure greater than his Intelligence Bonus, however, he accidentally triggers the device, causing it to detonate immediately. Whoops.

Desperate Strength

(Prerequisite: Toughness 50)

The harder the Legionary is hit, the tougher he becomes. When the Legionary is Heavily Damaged (he has taken damage greater than twice his TB), he increases his Toughness Bonus and Strength Bonus by 1, after Unnatural Modifiers. If he is suffering from Critical Damage, he instead increases his Toughness Bonus and Strength Bonus by 2, after Unnatural Modifiers. The Legionary still determines his threshold for being Heavily Damaged based on his original Toughness Bonus before this talent is applied.

Wrecker

(Prerequisite: Int 40)

The Legionary has become skilled at breaching and entering, leaving a clear path for his allies to follow him. The Legionary adds his Intelligence Bonus to the Penetration of weapons used against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain for his allies.

Vanguard Charge

(Prerequisite: Strength 45, Bulging Biceps, Hip Shooting)

To be the vanguard, the first of the assault, requires steady nerves, a steady hand, and a steady weapon. The Legionary may spend a Full Action to make a Charge Move directly towards a distant enemy. As long as the Charge Move does not bring the character into melee range of the enemy, he may immediately make a Full Auto Burst action with a ranged weapon as a Free Action. The Full Auto Burst does not gain the normal +20 bonus for autofire, however, as the Legionary splits his attention between advancing and attacking. Range, size, and other modifiers are counted as normal.

Vengeful Protector

(Prerequisite: WS 45, Strength 45)

The Legionary takes the safety of his allies to heart, and should they fall, he is quick to avenge them, charging into melee to cover them. When an ally within 10 meters suffers Critical Damage (or is killed) because of an enemy, the Legionary increases the damage he inflicts with melee weapons by +5 until the end of the encounter.

Destroyer Marine

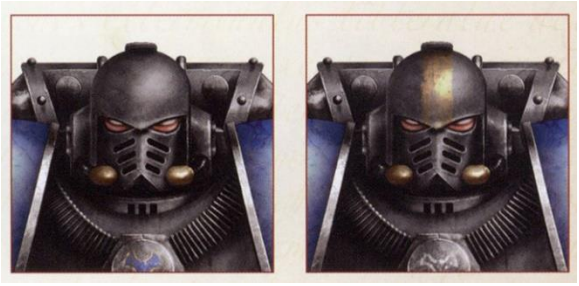
"You wouldn't use Phosphex to destroy a world, though…"
"Aye lad...ya'd use it ta make a statement."

- Praetor "Felleye" Brynjol and former Engineer's Guildmaster Rockfist Fearengine discuss the legacy of Phosphex bombs.

The origins of the Destroyer Marines lay not with any Primarch or legion, but in the days of Unification, on Holy Terra. Not all nations of Terra, shadows they may be, would embrace Compliance, and many would turn to terrible weaponry that made even the Legionaries afraid. Rad weaponry, the lost arts of Chymistry and Alchemy, and the ever-burning blue-white flame of Phosphex were called upon to halt the Emperor and his warriors. When these rogue nations were laid low, their secrets and weaponry were deemed worthy of appropriating. These were weapons that would leave fertile lands and verdant worlds a cold, sterile zone of dead space, but it was sufficient – it was recognized not all worlds would bow to Compliance.

Amongst their brother Legionaries, Destroyers are seen as cursed or tainted. They are considered a necessary evil in the legions, for despite the effectiveness of their weapons, their demeanor and role in the battlefield sets them apart from their brothers – they do not build, they merely destroy. The legacy of the Age of Strife, where their weapons were perfected, hangs over them, a history impossible to escape.

In addition to their specialization in rad and toxic weaponry, Destroyers maintained incredible mobility on the battlefield, specializing in hit and run and two-weapon fighting with their pistols. From their ranks, many would embrace the role of the Moritat, codified by the Raven Guard. Ten thousand years later, the ranks of the Destroyers would be quietly removed and erased from all records, replaced with dark rumors and unpleasant memories of weaponry that replaced entire worlds with barren, poisoned wastes.



Starting Equipment

The Destroyer Marine gains an Astartes Bolt Pistol (pattern of his choice), an Astartes Jump Pack, and three Rad Grenades, in addition to the standard issue gear of all Specialties.

Starting Skills

The Destroyer Marine begins with Chem-Use and Pilot (Personal) as Trained Advanced Skills.

Special Abilities

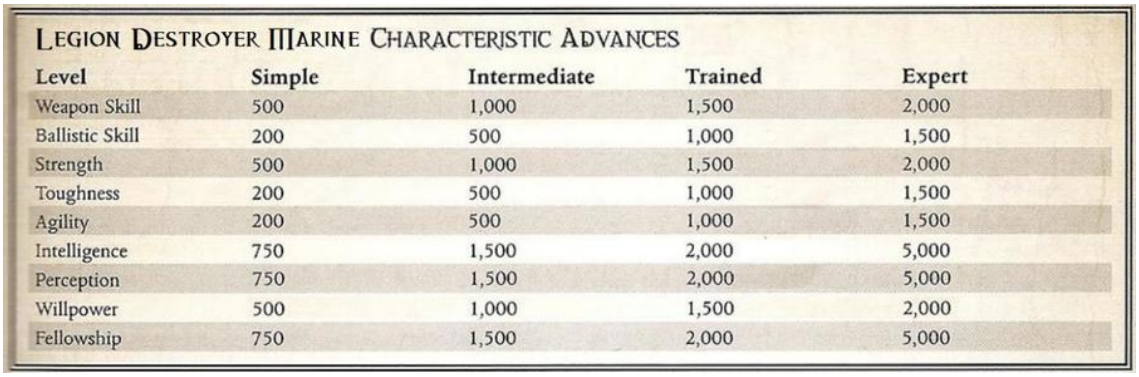
Rad-Hardened
The Destroyer ignores exposure to ambient background radiation, may reroll toughness tests to resist the Rad-Phage and Irradiated Quality of weapons, and does not suffer the -20 penalty to Phosphex Bomb toughness tests.

The Long Nightmare
The Destroyer Marine reduces the Cohesion of his Kill Team by 1, unless the entire Kill Team is composed of Destroyers. All Interaction skill tests with non-Destroyer Astartes suffer a -10 penalty.

Oath-Taking

A Destroyer Marine selected as Squad Leader may take the Oath of Knowledge, Oath of the Weapon, or the Oath of Exclusion.

Oath of Exclusion
An Oath exclusive to the Destroyers, who are often called in to exterminate all they see, to poison even the ground itself. Taking the Oath of Exclusion means that there is only one goal – all must burn.
Prerequisite: Destroyer Marine
Effect: A Kill Team which takes this oath may reroll the damage inflicted by the Toxic or Rad-Phage Qualities of weapons. The second result stands.
Squad Mode Abilities: Bolter Assault, Fire for Effect, Regroup



Legion Destroyer Marine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	500	1,000	1,500	2,000
Ballistic Skill	200	500	1,000	1,500
Strength	500	1,000	1,500	2,000
Toughness	200	500	1,000	1,500
Agility	200	500	1,000	1,500
Intelligence	750	1,500	2,000	5,000
Perception	750	1,500	2,000	5,000
Willpower	500	1,000	1,500	2,000
Fellowship	750	1,500	2,000	5,000

Rank 1 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Survival	200	Skill	
Rapid Reload	300	Talent	
Counter-Attack	500	Talent	WS 40
Hardy	500	Talent	T40
Two Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Parting Gift	800	Talent	BS40, Ag40

Rank 2 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Chem Use +10	400	Skill	Chem-Use
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Survival +10	400	Skill	Survival
Exotic Weapon Training (Rad)	500	Talent	
Hip Shooting	500	Talent	BS 40, Ag 40
Rad Burn	600	Talent	WP 35, Exotic Weapon Training (Rad)

Rank 3 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Chem Use +20	400	Skill	Chem Use +10
Survival +20	400	Skill	Survival +10
Trade (Chymist)	400	Skill	
Iron Jaw	500	Talent	T 40
Gunslinger	600	Talent	BS 40, Two Weapon Wielder (Ballistic)
Rad Scourge	800	Talent	BS 40, Rad Burn

Rank 4 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	400	Skill	Acrobatics
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Mighty Shot	500	Talent	BS 40
Target Selection	800	Talent	BS 50
Rad Saturation	800	Talent	T 40, WP 40

Rank 5 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Trade (Chymist) +10	400	Skill	Trade (Chymist)
Dual Shot	600	Talent	Ag 40, Two Weapon Wielder (Ballistic)
Signature Wargear (Phosphex Bomb)	600	Talent	
Sound Constitution	1000	Talent	
Rad Overdose	1000	Talent	WP 40, Rad Burn

Rank 6 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	400	Skill	Acrobatics +10
Crack Shot	600	Talent	BS 40
Hard Target	600	Talent	Ag 40
Independent Targeting	800	Talent	BS 40
Poisoned Physiology	1000	Talent	T50

Rank 7 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Trade (Chymist) +20	400	Skill	Trade (Chymist) +10
Marksman	600	Talent	BS 30
Step Aside	800	Talent	Ag 40, Dodge
Bolter Drill	1000	Talent	Legiones Astartes Weapon Training
Painless Resilience	1000	Talent	T 45

Rank 8 Legion Destroyer Marine Advances

Advance	Cost	Type	Prerequisites
Medicae	400	Skill	
Lightning Reflexes	500	Talent	
Swift Attack	600	Talent	WS 35
Sound Constitution	1000	Talent	
Storm of Iron	1000	Talent	Legiones Astartes

NEW TALENTS

The Destroyer Marine gains access to the following talents, extracted or altered from Rogue Trader, Only War, tabletop special rules, or other sources.

Rad Burn

(Prerequisite: WP35, Exotic Weapon Training (Rad))

Most users of Irad weaponry prefer to kill as quickly and cleanly as possible. When this character hits an enemy with an attack from a weapon with the Rad-Phage or Irradiated Quality, that enemy suffers a further –20 penalty on his Toughness Test to avoid suffering additional damage. Additionally, when this character inflicts Righteous Fury on an attack with a weapon with the Rad-Phage or Irradiated Quality, the target automatically suffers the effects of the Qualities.

Rad Overdose

(Prerequisite: WP40, Rad-Burn)

For most, a spraying a burst of radiation is something to be feared. For some, it is a calling, blessed by the Emperor to wither his enemies. The Legionary's weapons with the Rad-Phage or Irradiated Quality also gain the Vengeful (9) quality.

Rad Scourge

(Prerequisite: BS40, Rad Burn)

The Legionary poisons the world he walks on, as well as his enemies. Upon successfully killing a target with a weapon from the Rad group, allies and enemies within 1m of the target's body must make a Challenging (+0) Toughness test every round, or suffer the effects of the Rad-Phage Quality. Enemies in range of multiple Rad-Scourged bodies must test for each body they are within 1m of. Only bearers of the Rad Saturation talent, or a Rad Furnace, are immune to this effect. This talent has no effect on Hordes.

Rad Saturation

(Prerequisite: T40, WP40)

Enemies in the same melee as the Legionary suffer -1 to their base Toughness Bonus. This can reduce Unnatural Toughness according to the modifier (for example, TB4 Unnatural x2 for TB8 will become TB3 Unnatural x2 for TB6). This talent may stack with the effects of wargear and weaponry, such as Rad weapons.

Poisoned Physiology

(Prerequisite: T50)

The Legionary has become inured to the toxins and poisons that he is regularly exposed to – it's not that he's truly immune, it's that he's already so poisoned that further damage would be redundant. The Legionary never suffers damage or other negative effects from diseases, poisons, or the Toxic quality, unless he chooses to suffer their effects for some masochistic reason. There is only exception - Phosphex, which will affect the Legionary normally. However, the Legionary may reroll failed toughness tests to resist Phosphex's Toxic quality.

Painless Resilience

(Prerequisite: T45)

The Legionary's body has been numbed to pain from constant exposure to irradiated battlefields, granting the Legionary a defensive edge. As a Reaction, the Legionary may make a Difficult (-10) Toughness test. If he succeeds, he reduces the damage from the next hit he suffers by 1 per degree of success he scores on the test. If he manages to reduce the damage to 0 this way, he gains the Fear (1) trait, or increases his Fear Trait by 1, against the enemy whose attack he withstood.

Parting Gift

(Prerequisite: BS 40, Ag 40)

The Legionary has learned to use his mobility on the battlefield to strike at his foes, while reaching a more advantageous position. When performing a Disengage action, the Legionary may perform a single shot Standard Attack with a pistol weapon as a Free Action at the end of his movement. If he has a pistol in each hand, he may take a single shot Standard Attack with each pistol. This does not count as the Legionary's attack for the round – if the Legionary disengages as a Half Action, through Acrobatics or talents for example, he may still perform his normal attack for the round.

Recon Marine

"Look at ya, lads. You're covered in relics, glowing like a Sanguinala tree, leading the Brotherhoods from the front in a TANK alongside a yeti an' a Thanatar, an' ya think STEALTH is gonna avail ya?"

-Former Engineer's Guildmaster Rockfist Fearengine comments on the Republican Commandos' infiltration plans.

Recon Marines are squads of Legionaries adept at operating independently behind enemy lines. They are equipped with long-range weaponry, auspexes, and stealth gear to better hide amongst the battlefield rubble and performe their role as scouts, intelligence gatherers, and target identification. A Recon Marine is capable of sabotage and raiding when necessary, and if called into open battle, are able to apply pressure via flanking and support attacks against enemy rear lines.

This is an age of darkness, where the training period of a Scout had yet to be established. Unlike in the future, where only neophytes would support from long range while they learned the tactics of the Astartes, every neophyte serves as a line trooper and only through experience do they become the eyes and ears of their legion.

Starting Equipment

The Recon Marine gains an Astartes Sniper Rifle, and three Astartes Blind Grenades, in addition to the standard issue gear of all Specialties.

Starting Skills

The Recon Marine begins with Survival as a Trained Advanced Skill.

Special Ability

Choose one of the following:

Advance Scout

At the start of a combat encounter, after initiative is rolled but before combat begins, the Recon Marine may immediately perform a Full Move as a Free Action. This movement may not end adjacent to an enemy. Upon completion of this free movement action, initiative resumes as normal.

Recon Training

If the Legionary chooses to forgo his Power Armor and instead requisition Recon Armor for the mission, he may reroll failed Silent Move and Concealment tests, and ignore penalties from Difficult Terrain.

Oath-Taking

A Recon Marine selected as Squad Leader may take the Oath of the Astartes, Oath of Loyalty, or the Oath of the Weapon.

Legion Recon Marine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	750	1,500	2,000	5,000
Ballistic Skill	200	500	1,000	1,500
Strength	750	1,500	2,000	5,000
Toughness	500	1,000	1,500	2,000
Agility	200	500	1,000	1,500
Intelligence	500	1,000	1,500	2,000
Perception	200	500	1,000	1,500
Willpower	500	1,000	1,500	2,000
Fellowship	750	1,500	2,000	5,000

Rank 1 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Security	200	Skill	
Shadowing	200	Skill	
Tracking	200	Skill	
Tactics (Recon and Stealth)	400	Skill	
Marksman	400	Talent	BS35
Ambush	500	Talent	Concealment

Rank 2 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Concealment +10	400	Skill	Concealment
Shadowing +10	400	Skill	Shadowing
Silent Move +10	400	Skill	Silent Move
Deadeye Shot	500	Talent	BS 30
Vigilant	600	Talent	Per 35

Rank 3 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Survival +10	300	Skill	Survival
Navigate (Surface) +10	300	Skill	
Awareness +20	400	Skill	Awareness +10
Concealment +20	400	Skill	Concealment +10
Silent Move +20	400	Skill	Silent Move +10
Tactics (Recon and Stealth) +10	400	Skill	Tactics (Recon and Stealth)
Lock On	800	Talent	Per 40, Vigilant

Rank 4 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Security +10	400	Skill	Security
Tracking +10	400	Skill	Sleight of Hand
Survival +20	400	Skill	Survival +10
Target Selection	800	Talent	BS 50
Stealth Sniper	1000	Talent	Concealment +10

Rank 5 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Sleight of Hand	400	Skill	
Security +20	400	Skill	Security +10
Tactics (Recon and Stealth) +20	600	Skill	Tactics (Recon and Stealth) +10
The Bigger They are	1000	Talent	BS 40
Counter-Sniping	1000	Talent	Per 50, Lock-On

Rank 6 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Sleight of Hand +10	400	Skill	Sleight of Hand
Navigate (Surface) +20	400	Skill	
Tracking +20	400	Skill	Tracking +10
Talented (Concealment)	600	Talent	
Nowhere to Hide	800	Talent	Per 30

Rank 7 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Sleight of Hand +20	400	Skill	Sleight of Hand +10
Medicae	400	Skill	
Inescapable Attack (Ranged)	1000	Talent	BS 40, Per 35
Sudden Attack	1000	Talent	Concealment +10, BS40

Rank 8 Legion Recon Marine Advances

Advance	Cost	Type	Prerequisites
Medicae +10	400	Skill	Medicae
Talented (Silent Move)	600	Talent	
Giantkiller	1000	Talent	BS 50, The Bigger They Are
Eye of Vengeance	1500	Talent	BS 50, Astartes Weapon Training

New Talents

The Recon Marine gains access to the following talents, extracted or altered from Rogue Trader, Only War, tabletop special rules, or other sources.

Ambush

(Prerequisite: Concealment)

The Recon Marine, with a single shot, can hit an exposed weak point if the enemy does not realize he is there. The Legionary inflicts 1 additional Damage for every 2 Degrees of Success on the Weapon Skill or Ballistic Skill test against Unaware opponents.

Stealth Sniper

(Prerequisite: Concealment +10)

The character can time shots and subtly reposition so he remains unseen in the swirl of combat. When his character makes a Standard Ranged Attack Action or Ranged Called Shot Action against an enemy while he is in Cover, or otherwise Concealed, he may make a Challenging (+0) Opposed Concealment Test, opposed by the Awareness Skill of any foes who might hear or see the shot. If he succeeds, he remains hidden from his enemies. The GM should adjust the Difficulty of the character's Concealment Test or the

enemy's Awareness Test depending on the noise made by the weapon the character uses, and any other environmental factors.

Vigilant

(Prerequisite: Per 35)
The Legionary lays in wait, watching his enemies, waiting for the perfect time to strike. When using the Overwatch Action, the Legionary may use his Perception Characteristic instead of his Agility Characteristic when determining whether he or his triggering target takes an Action first, as well as for any **Opposed Agility Tests** that Overwatch calls for him to make.

Lock-On

(Prerequisite: Per 40, Vigilant)
The Recon Marine understands how to keep enemies in his sights, while simultaneously dodging their attacks. The character may make Dodge Reactions while maintaining an Aim Action or Overwatch Action without losing the benefits of the Action.

Counter-Sniping

(Prerequisite: Per 50, Lock-On)
A flash of reflection off an enemy's scope is all the Legionary needs to identify his target. When the Legionary is subjected to a ranged attack, he may make a Challenging (+0) Awareness test. If he succeeds, he may execute a Standard Ranged Attack Action against the target as a Reaction. This attack can benefit from the Aim action if the Legionary had performed it. This attack can possibly kill the enemy before their attack resolves.

Inescapable Attack (Ranged)

(Prerequisite: BS40, Per 35)
The Legionary can predict the actions of his quarry, firing where he thinks they will dodge as opposed to where they will run. After making a successful single-shot Standard Ranged Attack Action or Ranged Called Shot Action against an enemy, the Legionary imposes a penalty on all Dodge tests made against this attack equal to 10 times the total degrees of success scored on the Ballistic Skill test.

Nowhere to Hide

(Prerequisite: Per 30)
The Legionary spots weak points in the enemy's cover, creating further openings for his allies. When the Legionary damages cover, he adds his degrees of success from the attack to the reduction of the cover's Armor value. If using a weapon that does not require a skill test, he adds 1 instead.

The Bigger They Are

(Prerequisite: BS40)
A Recon Marine is a marksman first and foremost, expected to provide long range cover against the massive xenos beasts of the galaxy. When making a single-shot Standard Ranged Attack against a target with a Size Trait with a value greater than his own, the Legionary may modify his Hit Location result by an amount up to half the enemy's Size Modifier.

Giantkiller

(Prerequisite: BS50, The Bigger They Are)
A Recon Marine can notice exposed weak points on an enemy, from the eye sockets of a Catachan Devil, to the exposed neural web on the back of an Omega Battroid after it jumps. When firing at a target with a Size Trait with a value greater than his own, the Legionary adds the tens digit of the target's Size Modifier to the damage inflicted.

Sudden Attack

(Prerequisite: Concealment +10, BS40)
The Legionary is well-versed in the arts of surprise and disruption, and can stall large numbers of enemies with careful planning and cunning. When attacking a Horde which is unaware of his presence, using ranged weapons or placed explosives, the Battle-Brother deals an additional 1d10 damage to the Horde's Magnitude, and the Horde must make a **Hard (–20) Pinning Test** or become Pinned.

Seeker Marine

"A surgical strike against a high-priority target with overwhelming force…men after my own heart!"

-Shas'o Sio't Korst'la VII reviews briefings on Legionary Seeker tactics and specializations provided by "inside men."

Seeker Marine Squads are a specialized task force assembled from the Legiones Astartes for a sole purpose – identification of command structures and their efficient destruction. Often drawn from the best marksmen a Legion can provide, the Seeker Marine must identify his target and complete his mission within a window of opportunity that to other Legionaries would seem impossible. Without the luxury of distance or stealth their Reconnaissance brethren enjoy, a Seeker Marine must get in close, relying on his varied wargear and weaponry to secure an objective. They are assassins, plain and simple, who decide the course of conflicts with their boltguns.

The tactics of the Seeker Marine were first perfected within the Alpha Legion, and would be further refined into the Headhunter Kill Teams. The tactic of assassination, however, would not sit well with all legions, however – the Legionaries of the Space Wolves found the tactic distasteful, preferring to face enemies in honorable open combat, and the Legionaries of the Ultramarines, paragons of the burgeoning Imperium, would dare not soak their hands themselves with such a disgraceful tactic (the Vigil Opertii, however…).

A close-range offensive-oriented ranged specialization, the Seeker is true to its name sake, built to seek out and eliminate specific targets. A Seeker trades crowd control anti-horde abilities for a devastating alpha strike against single targets. The role of the Seeker Marine would ultimately disappear in the 40th millennium, as every Space Marine was nominally trained as a shock trooper, but their legacy would become clouded, and ultimately remains in the ranks of the Sternguard Veterans – Alpharius is laughing in his grave.

Starting Equipment

The Seeker Marine gains an Astartes Bolter (pattern of his choice), and one magazine of Special Issue Ammunition, per mission, from the following list: Kraken Rounds, Scorpius Rounds, and Metal-Storm Rounds, in addition to the standard issue gear of all specialties.

Starting Skills

The Seeker Marine begins with the Shadowing skill.

Special Ability

Choose one of the following:

Marked For Death

During the Oath-taking phase of mission planning, the Seeker Marine may nominate a specific named enemy as his quarry, such as a rogue planetary governor, a xenos general, a lord of chaos, etc. Against this specific named enemy, the Seeker Marine may reroll damage inflicted on the enemy, though the second result stands. Don't get greedy!

Practiced Reflex

If the Seeker Marine fails an opposed Silent Move, Concealment, or Shadowing vs. Opponent's Awareness or Scrutiny test, as a Reaction the Seeker Marine may immediately make a single shot attack with his weapon at the enemy who spotted him. This can only be performed if the enemy is in line of sight.

Oath-Taking

A Seeker Marine selected as Squad Leader may take the Oath of the Astartes, Oath of Glory, or the Oath of the Weapon.

Legion Seeker Marine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	750	1,500	2,000	5,000
Ballistic Skill	200	500	1,000	1,500
Strength	500	1,000	1,500	2,000
Toughness	500	1,000	1,500	2,000
Agility	200	500	1,000	1,500
Intelligence	200	500	1,000	1,500
Perception	500	1,000	1,500	2,000
Willpower	750	1,500	2,000	5,000
Fellowship	750	1,500	2,000	5,000

Rank 1 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Scrutiny	200	Skill	
Concealment	200	Skill	
Tactics (Assassination)	200	Skill	
Rapid Reload	200	Talent	
Mighty Shot	500	Talent	BS 40
Astartes Weapon Specialization	1000	Talent	Astartes Weapon Training

Rank 2 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Tracking +10	400	Skill	Tracking
Silent Move +10	400	Skill	Silent Move
Shadowing +10	400	Skill	Shadowing
Hip Shooting	500	Talent	BS 40, Ag 40
Weapon Expertise	1000	Talent	BS 40

Rank 3 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Tracking +20	400	Skill	Tracking +10
Shadowing +20	400	Skill	Shadowing +10
Security +10	400	Skill	Security
Scrutiny +10	400	Skill	Scrutiny
Tactics (Assassination) +10	400	Skill	Tactics (Assassination)
Overkill	1000	Talent	Per 45

Rank 4 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Silent Move +20	400	Skill	Silent Move +10
Scrutiny +20	400	Skill	Scrutiny +10
Deadeye Shot	500	Talent	BS 30
Righteous Blow	1000	Talent	BS 45
Weapon Mastery	1200	Talent	BS 50, Weapon Expertise

Rank 5 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Security +20	400	Skill	Security +10
Concealment +10	400	Skill	Concealment
Signature Wargear (Combi-Weapon)	500	Talent	
Sound Constitution	1000	Talent	
Weapon Expertise	1000	Talent	BS 40

Rank 6 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Tactics (Assassination) +20	400	Skill	Tactics (Assassination) +10
Sharpshooter	600	Talent	BS 40, Deadeye Shot
Target Selection	800	Talent	BS 50
Bolter Drill	1000	Talent	
Ranged Weapon Expert	1000	Talent	BS 50

Rank 7 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Logic	400	Skill	
Tech Use	400	Skill	
Marksman	600	Talent	BS 35
Hard Target	800	Talent	Ag 40
Death Serves the Righteous	1000	Talent	BS 50, Deadeye Shot, Sharpshooter

Rank 8 Legion Seeker Marine Advances

Advance	Cost	Type	Prerequisites
Concealment +20	400	Skill	Concealment +10
Logic +10	400	Skill	Logic
Tech Use +10	400	Skill	Tech Use
Weapon Tech	800	Talent	Tech Use +10, Int 40
Sound Constitution	1000	Talent	
Eye of Vengeance	1000	Talent	Ballistic Skill 50, Astartes Weapon Training

NEW TALENTS

The Seeker Marine gains access to the following talents, extracted or altered from Rogue Trader, Only War, tabletop special rules, or other sources.

Death Serves the Righteous

(Prerequisite: Ballistic Skill 50, Deadeye Shot, Sharpshooter)

The Legionary's precision attack is designed to sever the head of the enemy, so the rest of his legion can more easily slay the body. Once per combat encounter, the Legionary may spend a Fate Point to change a result of 1 on a single Damage Die from a ranged attack to a result of 10. This can inflict Righteous Fury as normal.

Overkill

(Prerequisite: Perception 45)

The target must die, nothing else matters. If they need to die a dozen times over, so be it. When the Legionary hits with a ranged attack, he may make a Challenging (+0) Perception test as a Reaction. If he succeeds, he adds the Degrees of Success on the Perception test to the Degrees of Success scored on the original Ballistic Skill test for the attack. This will NOT trigger Righteous Fury if the replaced number is 10 or higher.

Ranged Weapon Expert

(Prerequisite: Ballistic Skill 50)

The Legionary treats his weapon as an extension of himself, and behind its sights the battle disappears – there is only he, his target, and the instrument of his wrath. Once per combat encounter, the Legionary may take an aim action as a Free Action before making an attack with the weapon. The Legionary must select a ranged weapon type when taking this talent, such as Bolt, Plasma, Melta, Volkite, etc.

Righteous Blow

(Prerequisite: Ballistic Skill 45)

The Legionary strikes with overwhelming force, his fury augmented by his clarity of purpose – those who oppose Compliance and the Imperium must die. When the Legionary inflicts Righteous Fury, he may roll twice to determine the damage and take the higher result.

Weapon Expertise

(Prerequisite: Ballistic Skill 40)

The Legionary begins to appreciate the many weapons available to him in his work – plasma, melta, volkite, all are suited for different enemies and tasks, and plans his weapons accordingly. The Legionary selects a class of weapon, and gains the bonus listed below. If a weapon is taken as a Combi-Weapon, the talent is applied to the appropriate component of the Combi-weapon only.

Bolt: When the Legionary fires a Bolt weapon, he imposes a -5 penalty on Dodge tests to avoid the attack for every Degree of Success on the Ballistic Skill test.

Melta: The Legionary counts the Melta Weapon's range as being increased by a number of meters equal to two times his Ballistic Skill bonus.

Plasma: Firing a Plasma Weapon on Maximal mode no longer suffers from Overheat.

Volkite: Hits triggered by the Deflagrate quality of Volkite weapons gain the Flame quality.

Weapon Mastery

(Prerequisite: Ballistic Skill 50, Weapon Expertise)

The Legionary has become a master of a specific weapon. The Legionary selects a class of weapon, and gains the bonus listed below. The Legionary must have the appropriate Weapon Expertise talent for a weapon type before selecting the Weapon Mastery talent for that weapon type. If a weapon is taken as a Combi-Weapon, the talent is applied to the appropriate component of the Combi-weapon only.

Bolt: Bolt Weapons fired by the Legionary gain the Crippling (X) quality, where X is equal to the Legionary's Ballistic Skill Bonus.

Melta: Melta Weapons gain +2 Penetration for every two Degrees of Success scored on the Ballistic Skill test. This bonus applies after the doubling of Penetration from the Melta Quality.

Plasma: Plasma Weapons fired on Maximal mode gain an additional +2 to Damage, Penetration, and Blast Quality (if applicable).

Volkite: Hits triggered by the Deflagrate quality of Volkite weapons gain the Felling quality.

Legion Terminator

"Not ta yer liking, lad? We aim to please."

-Rockfist Fearengine, former Engineer's Guildmaster, reveals waiting rows of Indomitus, Tartaros, and Cataphractii Terminator Armor to the Republican Commandos.

The Terminators of a Legion were some of the most formidable veterans that could be fielded. They function as devastating frontline assault units, able to withstand heavy fire, and deliver crushing hammer blows in retaliation. Terminators were particularly valuable during close-quarter combat situations, such as zone mortalis operations deep within hive cities, or within thin starship corridors.

While Terminators were the greatest fighters of the Legion, the role did not have the religious significance it would have ten thousand years later. As such, the Crux Terminatus does not yet exist. To become a Legion Terminator requires time, experience, and recognition, but it does not yet require external awards.

Requirements: Rank 4+
Cost: 1500 XP
Standard Issue Gear: One set of Terminator Armor (pattern of the player's choice), one Twin-Linked Bolter (pattern of the player's choice), one Power Sword OR Power Axe OR Power Maul
Special Ability: Implacable Advance
The Legionary selects a single Primary or Secondary Objective at the start of the Mission. Completion of this Primary or Secondary Objective awards the Legionary one additional point of Renown.

Legion Terminator Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	300	Skill	Command
Command +20	400	Skill	Command +10
Demolition	200	Skill	
Demolition +10	300	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Dodge	200	Skill	
Dodge +10	300	Skill	Dodge
Parry	200	Skill	
Parry +10	300	Skill	Parry
Survival	200	Skill	
Survival +10	300	Skill	Survival
Survival +20	400	Skill	Survival +10
Tactics (Choose One)	200	Skill	
Tactics (Choose One) +10	300	Skill	Tactics (Choose One)
Tactics (Choose One) +20	400	Skill	Tactics (Choose One) +10
Bolter Drill	1200	Talent	
Combat Formation	1000	Talent	Int 40
Foresight	600	Talent	Int 30
Sound Constitution (x2)	500	Talent	
Wisdom of the Ancients	800	Talent	Int 40
Thunder Charge	800	Talent	
Hunter of Aliens	1000	Talent	
Hero of the Legion	Special	Talent	Renown 40+

NEW TALENT: HERO OF THE LEGION

The Legion Terminator is not only a veteran of his Legion - he has caught the eye of his Lieutenants, his Commanders, or even his Primarch. The Legionary has advanced into the vaunted ranks of his Legion's specialist Terminators. He will be equipped well beyond his brethren, and be expected to take on the greatest challenges. The Legionary should be wary, however, as for some Primarchs, their attention is fleeting, and to lose it, disastrous...

The Legionary ascends to the ranks of his Legion's specialist Terminator Ranks. For some Legions, this merely means a high position and an upgrade in terms of wargear and weaponry, while for others it can be as illustrious as being a bodyguard for commanders or even one's own Primarch. Many Legionaries learn new techniques to inflict harm on the enemy upon induction, while others remain reliant on their wargear.

When taking this talent, one finds their Legion on the list, and applies the listed bonuses to their Legionary. Some Legions only grant new standard issue wargear and a new title, while others are more in depth, offering a new special ability as well. Make note of any wargear, armor, and talents now granted to the Legionary – some are quite specific. Note that some Legions do not have specialized terminators available to them – in that case, this talent is unavailable to those Legions, as either the Legion did not make use of specialized Terminator units in large enough numbers to matter, or Forge World just hasn't gotten around to them yet, and they will soon. If a Legion has two or more choices, select ONE and apply the benefits. Standard Issue Gear listed below replaces the Standard Issue Gear of the Legion Terminator base specialization.

If a weapon or wargear has no craftsmanship beside it, it is considered common craftsmanship. Twin-Linked Bolters may be any pattern of the player's choice.

Dark Angels: Knight Cenobium Preceptor
Cost: 3000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Terranic Greatsword, one Plasma Caster.

Talent: Order Exemplar
The Legionary may perform the Overwatch, Quick Draw, and Run actions despite wearing Cataphractii Terminator Armor. In addition, during the Oath-taking phase of mission planning, the Legionary may spend a Fate Point. If he does so, then allied Legionaries in Support Range gain the benefits of the Scion of the Hekatonystika talent the Legionary has purchased for the duration of the mission.
Skills: Forbidden Lore (Select One), Forbidden Lore (Select One) +10, Forbidden Lore (Select One) +20
Requirement: This option may only be selected by a Dark Angels Legionary who has purchased the Scion of the Hekatonystika talent.

Emperor's Children: Phoenix Champion
Cost: 2500 XP
Standard Issue Gear: One set of Master-Crafted Tartaros Terminator Armor, one Master-Crafted Phoenix Spear.

Talent: Sudden Strike
The Legionary inflicts a -10 penalty to enemy Dodge and Parry tests on any turn he charges.
Trait: Living Icon
When the Legionary or an ally within 15m of the Legionary makes a Weapon skill test to attack an enemy, the Degrees of Success of the enemy's Dodge or Parry test must equal or exceed the Degrees of Success on the Legionary's or ally's Weapon Skill test in order to Dodge or Parry the attack. If the Degrees of Success of the enemy's Dodge or Parry test is lower than the Degrees of Success on the Legionary's or ally's Weapon Skill test, the Dodge or Parry test is ignored.

Iron Warriors: Tyrant Siege Master
Cost: 2000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Cyclone Missile Launcher, one Power Fist, one Twin-Linked Bolter, one Omni-Scope

Talent: Shatter Assault
When the target of a Charge, as a Reaction the Legionary may perform the Brace Action, which has the added effect of denying the enemy any bonus to Weapon Skill from charging, as well as denying the effects of the Thunder Charge talent.

Iron Warriors: Dominator Tyranthikos
Cost: 2000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Thunder Hammer, one Twin-Linked Bolter

Talent: Those Once Honored
The Legionary gains a +10 to Weapon Skill tests and a +2 to melee weapon damage when combating Battle Automata. In addition, the Legionary may roll 1d10 for every melee or ranged hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored.

White Scars: Ebon Keshig Kharash
Cost: 1500 XP
Standard Issue Gear: One set of Terminator Armor (Player's choice of Cataphractii or Tartaros armor), one Power Glaive

Talent: Kharash
The Legionary is immune to Cohesion Damage. The Legionary may enter Squad Mode without the support of another Legionary. Entering Squad Mode with other Legionaries imposes a -10 penalty to the Command test to enter Squad Mode.

Space Wolves: Varagyr Thegn
Cost: 3000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Frost Blade OR Frost Axe OR Frost Claw, one Twin-Linked Bolter

Talent: Crushing Charge
The Legionary increases the level of his Unnatural Strength bonus by 1 when making unarmed attacks as part of the Thunder Charge talent.
Talent: Lordsbane
The Legionary gains a +10 to Weapon Skill tests and +2 to Weapon Damage against Master-level enemies.
Trait: Fear (1), or increase existing Fear rating by 1.

Imperial Fists: Huscarl Warden
Cost: 3000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Solarite Power Gauntlet, one Vigil-Pattern Storm Shield, one Teleportation Transponder

Talent: Favored of Dorn
If the Huscarl Warden is adjacent to an ally, that ally also benefits from the armor points granted from the Huscarl Warden's Vigil-Pattern Storm Shield (but not its defensive Field). If the Huscarl Warden, or an ally adjacent to him is charged or targeted by a melee attack, the Huscarl Warden and allies adjacent to him may perform a Counter-Attack (provided they have the talent) BEFORE the enemy strikes his own blows.

Night Lords: Contekar Dissident
Cost: 2500 XP
Standard Issue Gear: One set of Terminator Armor (Player's choice of Cataphractii or Tartaros armor), one Nostraman Chainblade, one Heavy Flamer

Talent: Lords of the Night
The Legionary may always perform the actions of a Squad Leader, even if he is not the designated Squad Leader for the Mission. This can also affect which Oaths are available for the mission. In addition, for every enemy or horde personally slain in an encounter, the Legionary grants a +10 bonus to Willpower to allies in Support Range, and a -10 penalty to Willpower tests to enemies in the encounter, up to a maximum of ±30 to Willpower tests for enemies or allies. This bonus resets at the conclusion of the encounter.
Trait: Fear (1), or increase existing Fear rating by 1

Night Lords: Atramentar Trucidor
Cost: 2500 XP
Standard Issue Gear: One set of Tartaros Terminator Armor, one Nostraman Chainblade or Headsman's Axe, one Reaper Autocannon or Plasma Blaster

Talent: Cloaked in Murder
Enemies performing the Charge action against the Legionary gain no bonus to their Weapon Skill tests. In addition, when performing the Feint action, the Legionary gains a bonus to the Opposed Weapon

Skill test equal to 5x the Legionary's Fellowship Bonus.
Trait: Fear (1), or increase existing Fear rating by 1

Blood Angels: Crimson Exemplar
Cost: 3000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Sunset Blade, one Coriolis-Pattern Power Shield

Talent: The Blood is Forever
When outnumbered in melee combat by at least two other enemies, the Legionary may roll 1d10 for every melee hit received after accounting for defensive fields and reactions. On an 8+, that hit is ignored. If outnumbered by at least four or more enemies, or engaging a horde, in melee combat, then melee hits are ignored on a 6+ instead. Damage is then resolved as normal. This may not be taken against ranged weapon attacks.

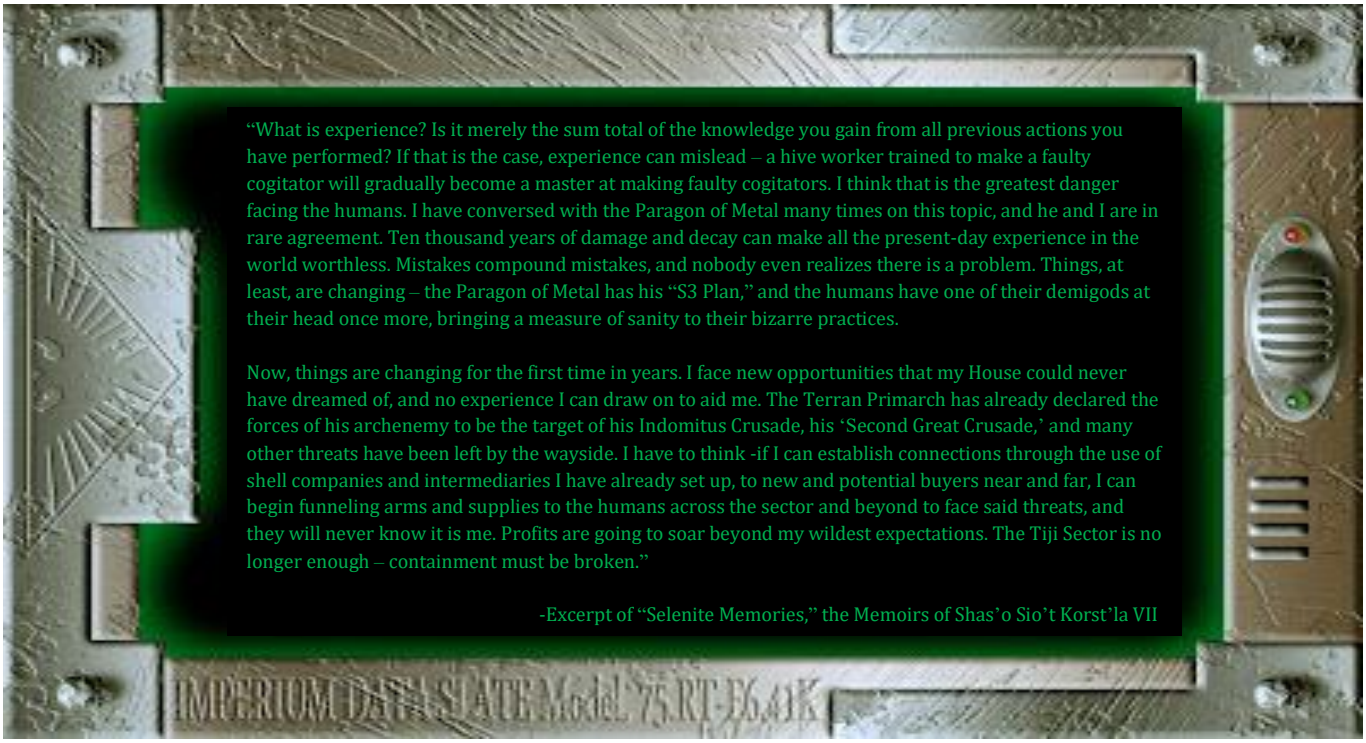
Iron Hands: Gorgon Hammerbearer
Cost: 2000 XP
Standard Issue Gear: One set of Gorgon-pattern Terminator Armor, one Thunder Hammer*, one Twin-Linked Bolter

*Thunder Hammers are usually unavailable to Legionaries. However, some legions such as the Iron Hands and Salamanders were testing them at this time, and saw limited use in those Legions.

Talent: Defensive Alchemistry
The Legionary may roll 1d10 for every melee or ranged hit received after accounting for defensive fields and reactions. On a 7+, that hit is ignored.
Trait: Undying

Iron Hands: Morlock Augmentor
Cost: 3000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Volkite Charger**,** one Power Sword OR Power Axe OR Power Maul

Talent: Fate of the Gorgon
The Legionary's melee weapons gain the Vengeful (8) quality. If Ferrus Manus lost his head during when your missions are set, the Legionary also gains the Hatred (Emperor's Children) talent.
Talent: Battle Hardened
The Legionary gains a bonus equal to 5x his Unmodified Toughness Bonus to Toughness tests to resist the Instant Death effects of weaponry.


"What is experience? Is it merely the sum total of the knowledge you gain from all previous actions you have performed? If that is the case, experience can mislead – a hive worker trained to make a faulty cogitator will gradually become a master at making faulty cogitators. I think that is the greatest danger facing the humans. I have conversed with the Paragon of Metal many times on this topic, and he and I are in rare agreement. Ten thousand years of damage and decay can make all the present-day experience in the world worthless. Mistakes compound mistakes, and nobody even realizes there is a problem. Things, at least, are changing – the Paragon of Metal has his "S3 Plan," and the humans have one of their demigods at their head once more, bringing a measure of sanity to their bizarre practices.
Now, things are changing for the first time in years. I face new opportunities that my House could never have dreamed of, and no experience I can draw on to aid me. The Terran Primarch has already declared the forces of his archenemy to be the target of his Indomitus Crusade, his 'Second Great Crusade,' and many other threats have been left by the wayside. I have to think -if I can establish connections through the use of shell companies and intermediaries I have already set up, to new and potential buyers near and far, I can begin funneling arms and supplies to the humans across the sector and beyond to face said threats, and they will never know it is me. Profits are going to soar beyond my wildest expectations. The Tiji Sector is no longer enough – containment must be broken."
-Excerpt of "Selenite Memories," the Memoirs of Shas'o Sio't Korst'la VII

World Eaters: Red Butcher Devoured
Cost: 3000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Twin-Linked Bolter, one Power Axe

Talent: Fearless
Talent: Hatred (Everything!)
Talent: Unstoppable Charge
Attacks made as part of a charge action may not be parried.
Trait: Ravening Madman
The Legionary may never attempt to dodge or parry enemy melee attacks.

Ultramarines: Fulmentarus Decurion
Cost: 2000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Twin-Linked Bolter, one Power Maul, one Cyclone Missile Launcher, one Peritarch Targeter

Talent: Cunning Strategist.
The Legionary imposes a -10 penalty to enemy Command tests to summon or control Strategic Assets, and may reroll failed or successful Command Tests to summon allied Strategic Assets.

Death Guard: Grave Warden Chem-Master
Cost: 2000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Assault Grenade Launcher, one Power Fist

Talent: The Death Cloud
Enemies charging the Legionary do not gain bonuses to Weapon Skill tests when charging. May be fired off as a weapon (Basic, 20m, S/-/-. 2d10+5E, Pen 6, Mag -, Rld -, Spray, Toxic). Considered to have infinite ammunition and uses as long as the Legionary's terminator armor has power.

Death Guard: Deathshroud Terminator
Cost: 2500 XP
Standard Issue Gear: One set of Master-Crafted Terminator Armor (Player's choice of Cataphractii or Tartaros armor), Hand-Flamer with Chem-Munitions, one Master-Crafted Power Scythe

Talent: Comes the Reaper
Enemies attempting to charge or attack the Legionary in melee combat must make a Challenging (+0) Willpower test. If this test is failed, the enemy may not charge or attack the Legionary in melee, and stand transfixed with terror, losing the rest of their round. Enemies may still attack the Legionary with ranged weapons as normal.

Thousand Sons: Sekhmet Inceptor
Cost: 3000 XP
Standard Issue Gear: One set of Terminator Armor (Player's choice of Cataphractii or Tartaros armor), one Twin-Linked Bolter with Asphyx Shells, one Force Sword OR Force Axe OR Force Staff

Talent: Infused Knowledge
Talent: Increase Psy Rating by +2
Discipline: Gain access to the Telekinesis or Pyromancy Psychic Disciplines (Player's Choice). The Legionary may purchase psychic powers from this new discipline. The Legionary's Cult Arcana talent effect remains locked with his initial choice of Psychic Discipline – he does not gain a second effect from the talent.

Sons of Horus: Justaerin Terminator
Cost: 2500
Standard Issue Gear: One set of Master-Crafted Cataphractii-Pattern Terminator Armor, one Twin-Linked Bolter, one Power Sword OR Power Axe OR Power Maul

Talent: Berserk Charge
Talent: Chosen Warriors
While engaged in melee with only a single opponent who is not engaged in melee with anyone else, the Legionary's melee weapons gain the Vengeful (9) quality, and may reroll damage generated by Righteous Fury. The second result stands.

Salamanders: Firedrake Master
Cost: 2500 XP
Standard Issue Gear: One set of Master-Crafted Cataphractii Terminator Armor, one Heavy Flamer, one Master-Crafted Thunder Hammer

Talent: Fires of Martyrdom
The Legionary is immune to Cohesion damage, and may perform a special attack when in melee combat as a Full Action, causing one automatic hit on each enemy adjacent to the Legionary, and inflicting 1d10+12E damage with Pen 6 and the Flame quality. Hordes suffer a number of hits equal to 1d10 + X, where X is equal to the Legionary's Strength bonus. This attack may not be parried, but may be dodged as normal.

Raven Guard: Deliverer Chieftain
Cost: 2000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one pair of Raven's Talons, one Teleportation Transponder, one book of nihilistic poetry authored by the Legionary on the subject of how Corax doesn't love him

Talent: Corax's Shame
If the Legionary is a Loyalist, or missions are set before the onset of the Horus Heresy, then the Legionary gains a bonus equal to 5x his Unmodified Toughness Bonus to Toughness tests to resist the Instant Death effects of weaponry. If the Legionary is a Traitor, then he gains the Hatred (Raven Guard) talent, its effectiveness doubling if the enemy is a Master-class target.

Alpha Legion: Lernaean Harrower
Cost: 2000 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Power Axe, one Volkite Charger.

Talent: Harrowing Storm
When the Legionary performs a Semi-Auto Burst or Full-Auto Burst with a ranged weapon, each consecutive hit after the first gains 1 additional Penetration, to a maximum of +5 Penetration for the sixth and successive hits. Additional hits caused by the Deflagrate quality of weapons count as successive hits for the purposes of this talent.

Legion Nullificator

Nullificators were not a standard unit of the Legiones Astartes battle formation listed in the Principia Belicosa. These instead were brave Legionaries who took up ill-understood weapons and half-remembered superstition against the Daemons that began to appear in the ranks of many Legions. Many died, but upon their sacrifice was built the Nullificators, a highly disciplined arm of the legions equally capable of engaging the natural and supernatural equally.

Requirements: Rank 4+
Cost: 1500 XP
Standard Issue Gear: One set of Cataphractii Terminator Armor, one Toxiferran Flamer, one Aether-shock Maul, Hexagrammatic Wards

Special Ability: Spiritual Fortress
When making a Fear test against an enemy with the Daemon or Daemon Engine trait, or due to a psychic power, the Legionary ignores all penalties to the test. The Legionary also ignores all modifiers to the Shock Table result.

Legion Nullificator Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Daemonology)	200	Skill	
Forbidden Lore (Daemonology) +10	300	Skill	Forbidden Lore (Daemonology)
Forbidden Lore (Daemonology) +20	400	Skill	Forbidden Lore (Daemonology) +10
Interrogation	200	Skill	
Interrogation +10	300	Skill	Interrogation
Interrogation +20	400	Skill	Interrogation +10
Psyniscience	200	Skill	
Psyniscience +10	300	Skill	Psyniscience
Psyniscience +20	400	Skill	Psyniscience +10
Cleanse and Purify	500	Talent	
Combat Master	600	Talent	WS 30
Hatred (Daemons)	500	Talent	
Orthoproxy	500	Talent	
Resistance (Psychic Powers)	500	Talent	
Strong Minded	500	Talent	WP 30, Resistance (Psychic Powers)
Wisdom of the Ancients	800	Talent	Int 40
Slayer of Daemons	1000	Talent	
Blackstone Shield	1000	Talent	

New Talent

Blackstone Shield

Early Nullificators went into battle with only half-remembered legends and superstition. Thanks to their sacrifice, later ones would sport improved defenses of strange black stone. The Legionary reduces the damage of psychic powers, attacks made by enemies with the Daemon and Daemon Engine trait, and weapons with the Warp Weapon quality, by a value equal to his Willpower Bonus. This applies even if the attack ignores armor and toughness.

Legion Centurion

The Legion Centurion is a battle commander and officer, specialist, champion, and line officer that specializes his abilities to fit different battlefield requirements. Sometimes granted command of thousands of Legionaries, sometimes only in charge of a few elite, trusted brothers in a boarding action; the Legion Centurion continues to prove his worth in the endless war. Often, a Legion Centurion will take an Office, becoming known as a Consul, making them masters of command, sabotage, assassination, spiritual guidance, psychic might, technology, or other esoteric or even dark knowledge.

Requirements: Rank 5 or more, Renown 60+
Cost: 3000 XP

Legion Centurion Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	200	Skill	Command
Dodge	200	Skill	
Dodge +10	200	Skill	Dodge
Parry	200	Skill	
Parry +10	200	Skill	Parry
Forbidden Lore (Adeptus Astartes)	400	Skill	
Forbidden Lore (Adeptus Astartes) +10	400	Skill	Forbidden Lore (Adeptus Astartes)
Forbidden Lore (Adeptus Astartes) +20	400	Skill	Forbidden Lore (Adeptus Astartes) +10
Scholastic Lore (Any)	400	Skill	
Scholastic Lore (Any) +10	400	Skill	Lore: Scholastic (Any)
Scholastic Lore (Any) +20	400	Skill	Lore: Scholastic (Any) +10
Tactics (Any)	400	Skill	
Tactics (Any) +10	400	Skill	Tactics (Any)
Tactics (Any) +20	400	Skill	Tactics (Any) +10
Talented (Choose One) x2	500	Talent	
Air of Authority	1000	Talent	Fel 30
Astartes Weapon Specialization	1000	Talent	
Combat Master	1500	Talent	WS 30
Counter-Attack	1500	Talent	WS 40
Crushing Blow	1000	Talent	S 40
Master Orator	500	Talent	Fel 30
Mighty Shot	1000	Talent	BS 40
Resistance (Choose One)	500	Talent	
Step Aside	1500	Talent	Ag 40, Dodge
Swift Attack	1000	Talent	WS 35
Sound Constitution x2	1000	Talent	
Consul Specialization	1000	Special	

Legion Centurion Wargear

Legion Centurions gains a Charnabal Sabre and Volkite Serpenta as standard-issue wargear. Further wargear options may become available based on Consul Specialization.

Legion Centurion Special Ability: Tactical Flexibility

Legion Centurions rose through the ranks of line trooper to a position of command. However, their methodology is affected profoundly by their studies and personal experiences. When named Squad Leader, a Legion Centurion may use his Agility, Intelligence, Perception, or Willpower Bonus in place of his Fellowship Bonus to determine his squad's Cohesion. This is then affected by the Command skill and Rank as normal.

Legion Centurion Special Talent: Consul Specialization

Legion Centurions are officers of the Legion, specialists in their chosen field. They may select a Consul Specialization for 1000 xp, which may grant additional talents, skills, wargear, and abilities. A Legion Centurion may select only ONE Consul Specialization, and may never select another. Selecting a Consul Specialization is optional.

NEW TALENT

CONSUL SPECIALIZATION

Consuls represent the highest offices of the Legions, and each Consul Office grants particular abilities that can augment a Centurion's role on the battlefield. A Consul can come from many ranks of the Legion – a Techmarine may choose to take the office of Forge Lord or Praevian, or a former Tactical may find his skills best utilized as a Delegatus. A Centurion can also select his Office based on his preferred battle strategy – a master sniper may consider the Vigilator Office, while a loner may find his calling as a Moritat. Each Legion also had its own peculiar Consul Offices, such as the Saboteurs of the Alpha Legion, or the feared Diabolists of the Word Bearers, who would eventually become the first Dark Apostles…

Consul Specializations will include the Name of the Office, any specialization required to take the Office, any wargear they may gain, any special abilities they may gain, any Skills (with prices) they gain further access to, and any Talents (with prices) they gain access to.

Note that not all Consul specializations are represented here. Some can be taken as a separate Advanced Specialization from the Deathwatch Rites of Battle book, such as the Forge Lord (Forge Master), the Champion, and the Chaplain, while the last, the Librarian, is a Base Specialization in the Deathwatch Core book and, while normally banned for general use, can be allowed by a GM if running a pre-Nikaea game or Age of Darkness game where everything flies.

CONSUL SPECIALIZATIONS

Listed below are a number of the most common Consul ranks available to the Legiones Astartes.

MASTER OF SIGNAL

The Master of Signal is at home on the back lines, ready to rain down orbital bombardments on the hapless enemy ahead of him. Artillery is his specialty, and ranged weapons his forte.

Specialization Required: Heavy Support Marine, Tactical Marine, Recon Marine, or Techmarine
Standard Issue Wargear: Cartograph, Cognis Signum, Voxcaster
Special Ability: The Master of Signal gains one Torpedo Strike Orbital Asset per mission. More must be bought with Renown as normal.
Consul Specialization Skills:

Advance	Cost	Prerequisites
Navigate (Surface)	200	
Navigate (Surface) +10	200	Navigate (Surface)
Navigate (Surface) +20	200	Navigate (Surface) +10
Scrutiny	400	
Scrutiny +10	400	Scrutiny
Tech Use	400	

Consul Specialization Talents:

Advance	Cost	Prerequisites
Artillery Signal Master	500	
Bombardier	500	BS 40, Tech Use
Calculated Barrage	500	Int 35

Artillery Signal Master: Use Command skill in place of Ballistic Skill when calling down Artillery or Orbital Strikes.
Bombardier: Indirect weapons may be fired as a Half action instead of a Full action. The Master of Signal may roll twice to generate Scatter direction, and choose the result.
Calculated Barrage: Whenever the Master of Signal fires an indirect weapon, if at least one hit lands within a number of meters equal to his Intelligence Bonus of an enemy, that target must make a Routine (+20) Pinning Test.

VIGILATOR

Master snipers first and foremost, a Vigilator can sneak into an area, execute key enemy personnel, and leave all sorts of havoc in his wake, second only to the Saboteurs of the Alpha Legion.

Specialization Required: Tactical Marine, Seeker Marine, or Recon Marine
Standard Issue Wargear: Camo-Cloak, 1 magazine of Kraken bolts, 1 magazine of Metalstorm bolts, 1 magazine of Scorpius bolts,
Special Ability: Vigilators may freely swap out their power armor for Scout Armor at the start of a mission. Vigilators do not suffer Agility or Movement Speed penalties when moving through difficult terrain.
Consul Specialization Skills:

Advance	Cost	Prerequisites
Concealment	200	
Concealment +10	200	Concealment
Concealment +20	200	Concealment +10
Silent Move	400	
Silent Move +10	400	Silent Move
Shadowing	400	

Consul Specialization Talents:

Advance	Cost	Prerequisites
Ambush	500	Concealment
Stealth Sniper	1000	Concealment +10

Ambush: Attacks against Unaware Targets inflict 1 additional Damage for every 2 Degrees of Success on the Weapon Skill or Ballistic Skill Test beyond the first.
Stealth Sniper: Whenever the Vigilator makes a Standard Ranged Attack Action or Ranged Called Shot Action against an enemy while he is in Cover or otherwise Concealed, he may make a Challenging (+0) Opposed Concealment Test, opposed by the Awareness Skill of any foes who might hear or see the shot. If he succeeds, he remains hidden from his enemies.

SIEGE BREAKER

For those who want to ruin absolutely everything, the office of Siege Breaker is like a dream come true. Siege Breakers destroy everything ahead of them, often irrevocably tainting the land itself with their craft.

Specialization Required: Tactical Marine, Assault Marine, Heavy Support Marine, Techmarine, Breacher Marine, or Destroyer Marine
Standard Issue Wargear: One Phosphex Bomb
Special Ability: As a Full Action, the Siege Breaker may make a Challenging (+0) Intelligence test. If he succeeds, then his allies count as having the Tank Hunter and Wrecker talents for a number of rounds equal to his Intelligence Bonus if the Siege Breaker has them.
Consul Specialization Skills:

Advance	Cost	Prerequisites
Demolition	200	
Demolition +10	200	Demolition
Demolition +20	200	Demolition +10
Chem-Use	400	
Chem-Use +10	400	Chem-Use
Security	400	

Consul Specialization Talents:

Advance	Cost	Prerequisites
Wrecker	500	Demolition
Tank Hunter	1000	Demolition +10

Wrecker: The Siege Breaker adds his Intelligence Bonus to the Penetration Value of weapons used against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain for his allies.
Tank Hunter: When making a ranged attack against a vehicle, the Siege Breaker adds his Ballistic Skill Bonus to the Penetration Value of his weapon.

MORITAT

The Moritat acts as a forlorn hope, using his mobility and agility to dart between squads, dual pistols able to erase entire squads of enemies.

Specialization Required: Tactical Marine, Assault Marine, Seeker Marine, or Destroyer Marine
Standard Issue Wargear: One additional Bolt Pistol, three Rad grenades.
Special Ability: As a Full Action, the Moritat may Chain-Fire his pistols. The Moritat makes a single shot Ranged Attack with each pistol. He may continue to make successive single shot Ranged Attacks with each pistol until a pistol either misses, jams, or runs out of ammunition. The attack continues with the other pistol until that pistol too either misses, jams, or runs out of ammunition. Each successive single shot Ranged Attack suffers a -10 penalty, increasing by a further -10 penalty for every shot taken.
For example, the first shot a Moritat makes with a pistol is at base. The second is at -10, the third at -20, and so on until that pistol either misses, jams, or runs out of ammunition.
A Moritat may never be named Squad Leader, nor enter Squad Mode with others.
Consul Specialization Skills:

Advance	Cost	Prerequisites
Pilot (Personal)	200	
Pilot (Personal) +10	200	Pilot (Personal)
Pilot (Personal) +20	200	Pilot (Personal) +10
Survival	400	
Survival +10	400	Survival
Chem-Use	400	

Consul Specialization Talents:

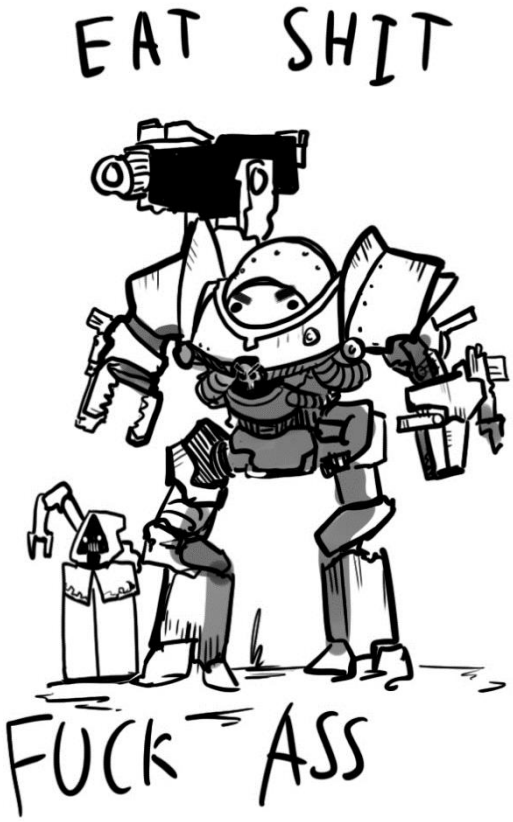
Advance	Cost	Prerequisites
Two Weapon Wielder (Ballistic)	500	BS 35, Ag 35
Gunslinger	500	BS40, TWW (Ballistic)
Hip Shooting	500	BS 40, Ag 40

PRAEVIAN

With close ties to the Legio Cybernetica, the Praevian forgoes command of living, breathing legionaries for unstoppable maniples of Battle Automata. The Praevian is able to push his unliving charges hard in the pursuit of any objective.

Specialization Required: Techmarine
Standard Issue Wargear: Cortex Controller, Cortex Designator
Special Ability: The Consul Praevian adds one to the number of Battle Automata he can control when using a Cortex Controller. For example, he may control up to three Vorax OR two Castellax OR two Domitar or Domitar-Ferrum Battle Automata. This does not affect the number of Servo-Automata he controls.

A Praevian may not take a Jump Pack.



Consul Specialization Skills:

Advance	Cost	Prerequisites
Tech Use	200	
Tech Use +10	200	Tech Use
Tech Use +20	200	Tech Use +10
Forbidden Lore (Cybernetica)	400	
Forbidden Lore (Cybernetica) +10	400	Forbidden Lore (Cybernetica)
Forbidden Lore (Cybernetica) +20	400	Forbidden Lore (Cybernetica) +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Master of Cybernetica	1500	Forbidden Lore (Cybernetica)
Legion Induction	1000	Forbidden Lore (Cybernetica)

Master of Cybernetica: The Praevian gains command of a single Castellax or Vorax Battle-Automata, armed with two bolters OR flamer, shock chargers, and a Mauler Bolt Cannon (if Castellax) or Lightning Gun, two Power Blades, and two Rotor Cannons (if Vorax). It follows the normal rules for Followers, except Loyalty tests are based off the Praevian's Intelligence score.
Legion Induction: The Battle Automata gains special abilities, based on the Praevian's parent Legion. See the column to the right to determine what abilities the Praevian's Battle Automata receives.

LEGION INDUCTION

Praevians of the Legiones Astartes often customize their battle automata to exhibit traits and mannerisms of their Legion. When taking the Consul Praevian specialization, apply the benefits your Legion grants, listed below, to your Battle Automata. Not all Legions are listed here – Forge World seems to have only given the Legions who used a lot of Battle Automata a Praevian ability. All abilities apply only to Battle Automata purchased and used by the Praevian.

Dark Angels: Battle Automata ranged and melee weapons gain the Felling quality when attacking enemies with Size (Enormous) or greater. If their weapons already possess the Felling quality, the value is increased by +1.

Emperor's Children: Battle Automata gain the Sonic Shrieker Armor Upgrade as standard issue, and may charge using their Run speed.

Iron Warriors: Battle Automata gain the Wrecker talent.

White Scars: If the Battle Automata moves its Half Move distance or further from where it began the round (by making a half move, charging, etc), the Praevian may choose to re-roll the damage result from the first hit the Automata makes that round.

Space Wolves: Battle Automata gain the Counter-Attack talent.

Imperial Fists: Battle Automata gain the Tank Hunter talent, and gain a +10 bonus to Ballistic Skill tests when firing Bolt weaponry such as Bolters or Mauler Bolt Cannons.

Night Lords: When entering the Talent for Murder Squad Mode, Battle Automata in melee and within Cortex Controller range count as three Legionaries for the purposes of outnumbering the enemy.

Blood Angels: Battle Automata gain the Felling (1) Quality on all melee attacks.

Iron Hands: Battle Automata gain the Regeneration (Unmodified Toughness Bonus) trait.

World Eaters: The Battle Automata may perform one additional attack in melee combat, stacking with talents that grant additional attacks. For example, a Battle Automata with Swift Attack may perform three attacks rather than two, or four instead of three if dual wielding melee weapons.

Ultramarines: If the Battle Automata remains stationary during the Praevian's turn, then until the start of the Praevian's next turn, when the Battle Automata or an ally is subjected to a Charge action by an enemy (or said enemy decides to be cute and WALK into melee), the Battle Automata may perform a Ranged Attack action with all ranged weapons that do not possess a Blast Quality, using the highest rate of fire of its weapon, as a Reaction against the enemy. For example, if one Battle Automata is using a weapon capable of Full-auto rate of fire, this is used, while a Battle Automata whose weapon is only capable of semi-automatic fire uses that firing mode instead. These attacks gain no bonus to the Ballistic Skill test that fire rates would normally grant.

Death Guard: Battle Automata gain the Chem-Munitions Wargear for their flamers.

Thousand Sons: Battle Automata increase the potency of any protective fields it possesses by +15 (to a maximum of 60), or if the user has no protective field, grants them a PR20 Field, which does not overload under normal conditions.

Sons of Horus: When entering the Merciless Fighters Squad Mode, Battle Automata in melee and within Cortex Controller range count as three Legionaries for the purposes of outnumbering the enemy. Battle Automata gain the Banestrike Bolts wargear for their bolters. This does not affect their Mauler Bolt Cannon.

Word Bearers: Battle Automata gain the Dark Channeling talent. There is literally no way this can go wrong at all. It is perfectly safe. No, it's not. It's not safe at all.

Salamanders: The Battle Automata increases the damage of personal weapons with the Flame Quality by 1d10. One Battle Automata weapon may be upgraded to Master-Crafted craftsmanship.

Raven Guard: Battle Automata ignore penalties to Concealment and Silent Move from Armor, and may move an additional number of meters equal to the value of their Agility Bonus when they take any form of Move, Run, or Charge action.

Alpha Legion: Battle Automata may reroll damage results of 1 or 2 against either Troop, Elite, or Master, or Vehicle enemies, selected at deployment. Battle Automata gain the Banestrike Bolts wargear for their bolters. This does not affect their Mauler Bolt Cannon.

DELEGATUS

A rank only below Praetor, the Delegatus is tasked with specific missions, and acts with the full Legion's authority. A Delegatus may mobilize resources and deploy assets as he sees fit. Those under his charge are often veterans and masters in their own right, forming a formidable command squad.

Specialization Required: Any except Destroyer Marine

Standard Issue Wargear: Artificer Armor (or Legion Variant)

Special Ability: When assigned Requisition, the Delegatus receives an extra 50% Requisition points, for use on support assets only.

For example, if assigned 30 Requisition, he is granted an extra 15 Requisition for support assets only. Incidentally, this is enough to requisition a Reserve Company of Excertus Imperialis troops.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Diplomacy	200	
Diplomacy +10	200	Diplomacy
Diplomacy +20	200	Diplomacy +10
Charm	400	
Charm +10	400	Charm
Logic	400	

Consul Specialization Talents:

Advance	Cost	Prerequisites
Chosen Duty	1000	Fel 35
Rite of Command	1000	Fel 40, Diplomacy +10

Chosen Duty: As a Full Action, the Delegatus may make a Challenging (+0) Command test. If he succeeds, he may grant his allies one of the following talents for a number of rounds equal to his Fellowship Bonus: Counter-Attack, Fearless, Furious Assault, Sharpshooter, Marksman, Tank Hunter. Only one Talent may be granted at a time – new Talents overwrite the old.

Rite of Command: The Delegatus marshals the full resources of his Legion to better complete the mission at hand. When Requisition is assigned, the Delegatus may make a Challenging (+0) Diplomacy test. If he succeeds, the Delegatus may gain an additional 1d10 x Fellowship Bonus in Requisition points for his Squad, which he may divide as the squad sees fit.

DIPLOMACY (FELLOWSHIP)

A new skill introduced in the Dark Heresy expansion, "The Lathe Worlds," Diplomacy is the art of conducting negotiation between two or more factions. This allows the character opportunities to handle business, social, or state affairs without arousing hostility. A Diplomacy test is an opposed test, as each party tries to convince the other, in the nicest way possible, that they are assholes of the highest order.

The GM sets a number of rounds (as simple as 1, as involved as 5, or even longer), and tallies up Degrees of Success over the course of the negotiation. At the end, Degrees of Success and Failure for both sides are tallied – whichever side has the most Degrees of Success is the winner, will most likely get their point across / get what they want, and may then freely tell the loser to suck it.

PRIMUS MEDICAE

High officers of the Apothecarion, the Primus Medicae ensures the battle-readiness of his brethren, and preserves the purity of the Legion's geneseed from loss or contamination. The word of a Primus Medicae is held in high regard, as only a Primarch or their equerry can overrule them. Theirs is a harsh but necessary duty.

Specialization Required: Apothecary
Standard Issue Wargear: Needle Pistol
Special Ability: The Legionary gains one additional point of Renown at the completion of the mission if he successfully recovers a dead allied Legionary's geneseed intact.
A Primus Medicae may not take Power Fists, Chainfists, Boarding Shields, or Paired Lightning Claws – one hand must always be dedicated to their Narthecium.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Evaluate	200	
Evaluate +10	200	Evaluate
Evaluate +20	200	Evaluate +10
Charm	400	
Charm +10	400	Charm
Inquiry	400	

Consul Specialization Talents:

Advance	Cost	Prerequisites
Master Chirurgeon	500	Medicae +10
Healing Touch	1000	Medicae +20
Exhortation of Butchery	1000	Medicae +10, World Eaters Legion only

Healing Touch: When performing the a Medicae Test for the First Aid Action, the Legionary may spend a Fate Point. If he does so, he restores a number of wounds equal to his Intelligence Bonus plus the Degrees of Success on the Medicae test rather than the normal amount, regardless of the ally's wound state. These wounds count as having healed naturally.

Exhortation of Butchery: As a Full Action, the Legionary may declare he is sending his melee-focused allies into overdrive. Allies within 30m may perform one additional attack in melee combat, stacking with talents that grant additional attacks. At the end of their round, however, they must make a Challenging (+0) Toughness test. Failure of this test inflicts 1d10 damage, ignoring armor and toughness. This Talent is available only to Primus Medicae of the World Eaters Legion.

LEGION HERALD

As the glory of the Great Crusade gave way to the Age of Darkness, a new type of Consul began to appear, a banner-bearer, wielding relics touched by faraway Primarchs, Regents, or even the Warmaster and Emperor. These Heralds would take to the field to motivate their brethren, whether or not they fought for the Emperor, the Warmaster, or other fate.

Specialization Required: Any except Recon Marine
Standard Issue Wargear: Banner (See Below)
Special Ability: The Legionary declares their factional affiliation, and gains one of the following benefits.
Banner of the Aquila: Loyalty to the Emperor
Allied Legionaries within 30m gain a +10 bonus to Weapon Skill tests, and may reroll failed Parry tests of up to one degree of failure.
Banner of the Eye: Loyalty to the Warmaster
Allied Legionaries within 30m add their Agility bonus to the value they can Run and Charge, and reroll failed Weapon Skill tests of up to one degree of failure as part of a Charge Action.
Dark Banner: Loyalty to one-self only.
Allied Legionaries within 30m gain the Fear (1) trait, or increase their Fear Rating by 1 if they already possessed one, and gain a +10 bonus to Willpower tests.

A Legion Herald may not use any weapon that requires two hands to use – one hand must always be dedicated to their Banner.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Charm	200	
Charm +10	200	Charm
Charm +20	200	Charm +10
Intimidate	400	
Intimidate +10	400	Intimidate
Trade (Remembrancer)	400	

Consul Specialization Talents:

Advance	Cost	Prerequisites
Unbowed and Unbroken	500	Fel 40
Honor of the Banner	1000	Fel 40

Honor of the Banner: The Legionary and allies within the squad each gain an additional point of Renown at the conclusion of a successful mission. However, if the Herald is forced to burn fate to live during the mission, the Legionary and allies within the squad reduce the amount of Renown received at the conclusion of a mission, to a minimum of zero.

DIABOLIST

The Diabolist has discovered the Primordial Truth of Chaos, and has paid the forfeit with their soul. They would lead their Legion to damnation, and would gradually infect the minds and souls of others as well. Ten thousand years later, the Dark Apostles would look to these ancients as their spiritual ancestors.

Specialization Required: Any
Legion Required: Word Bearers
Standard Issue Wargear: Tainted Weapon Blessing, Burning Lore
Special Ability: The Legionary gains the Daemonic (1) and From Beyond Traits, with all the horror that entails, as well as a PR35 Defensive Field that does not overload under normal conditions, representing defensive Warp auras.

A Diabolist may not take Power Fists or Terminator Armor.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Forbidden Lore (Daemonology)	200	
Forbidden Lore (Daemonology) +10	200	Forbidden Lore (Daemonology)
Forbidden Lore (Daemonology) +20	200	Forbidden Lore (Daemonology) +10
Scholastic Lore (Occult)	400	
Scholastic Lore (Occult) +10	400	Scholastic Lore (Occult)
Charm	400	

Consul Specialization Talents:

Advance	Cost	Prerequisites
Hatred (Select One)	500	
Diabolist Daemonic Summoning	750	Forbidden Lore (Daemonology) +20

Diabolist Daemonic Summoning: The Legionary is doing the unthinkable – he is summoning the Neverborn from the Warp into reality. The Legionary must make a Challenging (+0) Forbidden Lore (Daemonology) test, as he cuts the veil to the Ruinstorm, chants the appropriate litanies, lights some lilac-scented candles, and raises his weapon high.
The Legionary gains a +10 bonus to the test for every point of Psy Rating he possesses through skill or wargear. If the test is successful, one Daemon chosen from the following list is successfully summoned within 30m of the Legionary. Summoned Daemons stick around a number of hours equal to the degrees of success on the Forbidden Lore (Daemonology) test, or indefinitely if summoned on a world where the veil is weak or the Ruinstorm is raging. They can be dispelled with another Challenging (+0) Forbidden Lore (Daemonology) test, but they'll probably be pissed about that. Their stats can be found in Deathwatch: Mark of the Xenos.
-Khorne Bloodletter (P. 109)
-Slaanesh Daemonette (P. 110)
-Tzeentch Pink Horror (P. 111)
-Nurgle Plaguebearer (P. 112)
If the test is successful by 5 or more Degrees of Success, the Daemon will even listen to the orders of the Diabolist for a number of rounds equal to the degrees of success on the test. But after that, well…

SABOTEUR

The Alpha Legion were the ones to pioneer the Seeker Marines, and their tactic of "Harrowing" incorporated infiltration, sabotage, and assassination, arts. It is no surprise that the Alpha Legion would specialize in these arts, and master them.

Specialization Required: Tactical Marine, Seeker Marine, Breacher Marine, or Heavy Support Marine
Legion Required: Alpha Legion
Standard Issue Wargear: Melta-Bomb, Camo-Cloak, Sniper Rifle
Special Ability: When rolling for initiative, the Legionary may spend a Fate Point to declare a special Sabotage attack against an enemy, drawing upon Alpha Legion support elements deployed in advance. If the enemy is not a vehicle, they automatically suffer a single hit, inflicting 2d10+9X damage with a Pen of 8. If the enemy is a vehicle, it immediately suffers a critical hit result, with a +1 to the roll. This may not be dodged, parried, or defensively fielded, as it represents armor or wargear sabotage.

A Saboteur may not take Terminator Armor, Jump Packs, Power Fists, or Boarding Shields.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Demolition	200	
Demolition +10	200	Demolition
Demolition +20	200	Demolition +10
Concealment	400	
Concealment +10	400	Concealment
Silent Move	400	
Silent Move +10	400	Silent Move

Consul Specialization Talents:

Advance	Cost	Prerequisites
Ranged Weapon Expert	1000	BS50
Assassin's Shot	1000	BS45

Ranged Weapon Expert: Once per combat encounter, the Legionary may perform a Full Action Aim as a Free Action if his weapon possesses the Accurate quality.

Assassin's Shot: If the Legionary uses a weapon with the Accurate quality, then after resolving normal damage from a single shot Ranged attack that benefitted from the Aim action against a non-vehicle enemy, the Legionary then generates an Explosive critical result to the target location hit, rolling 1d10 and adding his Perception Bonus to the roll.

OPSEQUIARI

The "Field Police" of 1st Edition make their triumphant return under the Consul Opsequiari rank. These Legionaries would watch their brethren for any sign of breaking discipline, and mete out brutal justice when required. This specialization was rare in many Legions, but found use in the less organized ones, such as the Space Wolves and the World Eaters. See that symbol on his belt? They're back.

Specialization Required: Any
Standard Issue Wargear: Power Maul, Bolt Pistol
Special Ability: If a Strategic Asset in range of the Legionary fails a Break Test, the Legionary may perform a Summary Execution on that Strategic Asset. The Legionary makes a Challenging (+0) Ballistics Skill Test as a Reaction to fire on the Strategic Asset. If he succeeds, he inflicts one Magnitude damage, and properly motivates the Strategic Asset to fight on.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Inquiry	200	
Inquiry +10	200	Inquiry
Inquiry +20	200	Inquiry +10
Intimidate	400	
Intimidate +10	400	Intimidate
Intimidate +20	400	Intimidate +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Fearless	500	
Final Judgement	1000	Fel 45, Air of Authority

Final Judgement: Once per Combat Encounter after killing a target with a Ranged Attack, the Legionary may spend a Fate Point and make a Challenging (+0) Command Test. If he succeeds, each of his allies within Support Range gains a bonus equal to 5 times his Degrees of Success to the next Ballistic Skill or Weapon Skill Test he makes before the end of the encounter, and each of his foes within 10 meters suffers a penalty equal to 5 times his Degrees of Success to the next Ballistic Skill or Weapon Skill Test he makes before the end of the encounter.

WARMONGER

Every Legion promotes competition between its command staff, friendly or otherwise, but there are some who take rivalries to the next level. Known as Warmongers, these Centurions are more than willing to lead the vanguard charge, throwing themselves first and foremost into the toughest resistances, breaking supply lines, and leaving defenses in disarray. They are marked for greatness, assuming they survive…

Specialization Required: Any
Standard Issue Wargear: Iron Halo, Digital Laser
Special Ability: The Warmonger gains one Drop Pod OR Anvilus-pattern Dreadclaw Drop Pod per mission. More must be bought with Renown as normal.
Consul Specialization Skills:

Advance	Cost	Prerequisites
Intimidate	200	
Intimidate +10	200	Intimidate
Intimidate +20	200	Intimidate +10
Evaluate	400	
Evaluate +10	400	Evaluate
Evaluate +20	400	Evaluate +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Last Man Standing	500	Nerves of Steel
Shock Vanguard	1000	

Shock Vanguard: When deploying into a combat encounter via a vehicle with the Drop Pod Assault special rule, the Legionary is considered to possess a Fear rating equal to half his Rank, rounded up.

ARMISTOS

Legionaries are built to fight and conquer. Som, however, like to sit quietly in their corner, maintaining and categorizing weapons, and handling requisitions. These Consuls are quickly put in charge of armories and combat simulations with augmented weapons improved and discovered during the Great Crusade. Such Consuls Armistos are often in high demand, capable of supplying their charges without need for self-aggrandizement. Nobody wants to piss off the quiet guy who handles all the weapons.

Specialization Required: Any
Standard Issue Wargear: Void-Hardened Armor Upgrade, Augury Scanner, Master-Crafted Volkite Culverin
Special Ability: One Heavy Weapon per Legionary in the Armistos's squad becomes Master-Crafted Craftsmanship for the duration of the mission.

An Armistos may not take a Jump Pack, Jetbike, Bike, or Terminator Armor.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Trade (Armorer)	200	
Trade (Armorer) +10	200	Trade (Armorer)
Trade (Armorer) +20	200	Trade (Armorer) +10
Tech Use	400	
Tech Use +10	400	Tech Use
Tech Use +20	400	Tech Use +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Weapon Tech	500	Tech Use +10, Int 40
Armistos Alterations	1000	Weapon Tech

Armistos Alterations: When the Armistos utilizes the benefits of the Weapon Tech talent, he may make a Challenging (+0) Trade (Armorer) test. If this test is successful, until the start of the Armistos's next round, all Heavy weapons wielded by Legionaries in the Armistos's squad also gain the benefit of the Weapon Tech talent, using the Armistos's Intelligence Bonus.

MORTIFICATOR

Mortificators are a specialized subset of Techmarines who take care of and herd together the Legion's cranky grandpas stuck in Dreadnoughts. They are devoted to their charges, and handle both protection and awakening of Legion Dreadnoughts in preparation for war. If necessary, Dreadnoughts asleep too long or too angry to be considered angry, could be controlled directly, though risk to the Dreadnought was an unforgivable offense.

Specialization Required: Techmarine
Standard Issue Wargear: Servo-Arm, Corposant Stave
Special Ability: As long as the Mortificator remains within 5 meters of an allied Dreadnought of any kind, the Mortificator gains the Fearless talent, and ranged attacks must target an allied Dreadnought rather than the Mortificator (unless using the Called Shot action). Dreadnoughts within 5 meters of the Mortificator gain the Sunder and Tearing qualities for their melee attacks. If the Dreadnought's melee weapon already possesses the Tearing quality, then the Dreadnought may apply the benefits of the Flesh Render talent, even if he does not possess it.

Note that while nothing forbids the Mortificator from riding atop his Dreadnought charges rodeo-style, this is considered quite rude!

A Mortificator may not take a Jump Pack, Jetbike, or Bike.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Tech Use	200	
Tech Use +10	200	Tech Use
Tech Use +20	200	Tech Use +10
Wrangling	400	
Wrangling +10	400	Wrangling
Wrangling +20	400	Wrangling +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Wisdom of the Ancients	500	Int 40
Ancient Devotion	1000	

Ancient Devotion: Allied Dreadnoughts may roll 1d10 for every hit received after accounting for defensive fields and reactions. On an 8+, that hit is ignored.

PRIMUS NULLIFICATOR

As the Ruinstorm raged above, Daemonic incursions became too numerous to curtail. The Primus Nullificators, the veterans of the Nullificators, were the first to openly seek forbidden wisdom to combat this new threat. Leading by example, they encouraged all under them to combat the arcane threat by any means necessary.

Specialization Required: Legion Nullificator
Standard Issue Wargear: Cataphractii Terminator Armor, Aether-shock Maul, Hexagrammatic Wards
Special Ability: The Primus Nullificator may buy Psychic Powers from the Sanctic Psychic Discipline at the listed costs.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Invocation	200	
Invocation +10	200	Invocation
Invocation +20	200	Invocation +10
Forbidden Lore (The Warp)	400	
Forbidden Lore (The Warp) +10	400	Forbidden Lore (The Warp)
Forbidden Lore (The Warp) +20	400	Forbidden Lore (The Warp) +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Bastion of Iron Will	500	WP 40, Strong Minded
Daemonologist	500	WP 45, Forbidden Lore (Daemonology)
Psy Rating 2	1000	

Daemonologist: When the Legionary performs the Focus Power action, and the target of the psychic power possesses the Daemon or Daemon Engine trait, he gains a +10 bonus to the Focus Power test.

ESOTERIST

With the need for psychic bullshit becoming ever more necessary, many Legionaries of the Librarius returned to their psychic studies. With or without the blessings of their Primarchs, these Legionaries, these reborn Librarians, would seek to use the Warp to defend their brethren, destroy their enemies, or even bolster their own power…

Specialization Required: Any
Standard Issue Wargear: Force Sword OR Force Stave OR Force Axe
Special Ability: The Esoterist may buy Psychic Powers from the Sanctic OR Malefic Psychic Discipline at the listed costs. Once a discipline has been picked, it cannot be changed, so pick wisely!

Consul Specialization Skills:

Advance	Cost	Prerequisites
Psyniscience	200	
Psyniscience +10	200	Psyniscience
Psyniscience +20	200	Psyniscience +10
Invocation	400	
Invocation +10	400	Invocation
Invocation +20	400	Invocation +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Resistance (Psychic Powers)	300	
Strong Minded	500	WP 30, Resistance (Psychic Powers)
Warp Conduit	500	Strong Minded, WP 50
Psy Rating 2	500	
Psy Rating 3	750	Psy Rating 2
Psy Rating 4	1000	Psy Rating 3

PATHFINDER

Towards the end of the Great Crusade, there were almost no Scout Cohorts, the majority of the members reassigned to Recon detachments, The few that remain are veterans of a century of war in the most hostile terrain known to mankind, and the last of the Pathfinders are unchallenged experts in combat on dangerous ground.

Specialization Required: Any
Standard Issue Wargear: Scout Armor (replaces Standard-issue Power Armor), Master-Crafted Astartes Shotgun
Special Ability: The Pathfinder ignores the effects of Difficult and Arduous terrain.

A Pathfinder may not take a Jump Pack, Jetbike, Bike, or Terminator Armor.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Survival	200	
Survival +10	200	Survival
Survival +20	200	Survival +10
Tracking	400	
Tracking +10	400	Tracking
Tracking +20	400	Tracking +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Skirmisher	800	
Unnatural Speed	1000	

Skirmisher: The range in which a Pathfinder is considered to be within Support Range is doubled. For instance, if Support Range is 30m, the Pathfinder is considered in Support Range at 60m. In addition, the Pathfinder improves the armor granted from Cover by a value equal to his Intelligence bonus.

PALADIN OF THE HEKATONYSTIKA

Veiled in allegory and obscure symbolism, the Hekatonystika Orders bore the burden of keeping the secret and dangerous knowledge of the battlefield. Many consuls of the Dark Angels were members of these orders, and bore their colors with pride on the battlefield.

Legion Required: Dark Angels
Talent Required: Scion of the Hekatonystika
Specialization Required: Any
Standard Issue Wargear: Terranic Greatsword
Special Ability: The Paladin permanently increases their Weapon Skill and Fellowship Characteristics by 10. This does not affect purchasable advances.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Forbidden Lore (Choose One)	200	
Forbidden Lore (Choose One) +10	200	Forbidden Lore (Choose One)
Forbidden Lore (Choose One) +20	200	Forbidden Lore (Choose One) +10
Parry	400	
Parry +10	400	Parry
Parry +20	400	Parry +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Blademaster	500	
Seneschal of the Keys	1000	

Seneschal of the Keys: Once per combat encounter, the Paladin may declare the round to be a Decisive Round. During this Decisive Round, the Paladin and allies within support range gain a +10 to Weapon Skill or Ballistic Skill tests, and may each perform an additional Reaction, until the start of the Paladin's next turn. A Decisive Round may not be called during the first round of combat.

PHOENIX WARDEN

The personal guards of the Primarch, and commanders of the Phoenix Guard, the Phoenix Wardens were charged with the highest standards of martial excellence and most exacting code of appearance, for they represented their Primarch in the eyes of other legions.

Legion Required: Emperor's Children
Specialization Required: Any
Standard Issue Wargear: Phoenix Spear
Special Ability: The Phoenix Warden and allies within Support Range gain a +10 bonus to Weapon Skill tests during a round in which they successfully pass a Fear or Pinning test, until the end of their next turn.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Acrobatics	200	
Acrobatics +10	200	Acrobatics
Acrobatics +20	200	Acrobatics +10
Charm	400	
Charm +10	400	Charm
Charm +20	400	Charm +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Exemplar of Honor	500	
Skill Unmatched	1000	

Skill Unmatched: At the start of a round in which the Phoenix Warden is engaged in melee combat, he may declare the round will be dedicated to a Perfect Offense, or a Perfect Defense. If a Perfect Offense is declared, the Phoenix Warden's melee attacks are resolved at Pen 15, but the Phoenix Warden's initiative score is reduced to 1 until the end of the round. If a Perfect Defense is declared, enemies must score a number of Degrees of Success equal to the Phoenix Warden's Weapon Skill bonus when performing melee attacks, or the attack is nullified. However, the Phoenix Warden may only perform a single melee attack during the round, overriding talents and abilities that grant additional attacks.

STORMSEER

Combining the shamanistic beliefs of ancient Chogorian tribes with tempered knowledge of the Librarius, the Stormseers advise the Khans of the White Scars, bringing the storm's fury to the battlefield.

Legion Required: White Scars
Specialization Required: Librarian
Standard Issue Wargear: Force Weapon of the Stormseer's choice
Special Ability: The Stormseer gains a +20 bonus to Opposed Willpower tests caused by psychic powers.
Note: A Stormseer can only select their psychic powers from the Divination or Telepathy disciplines. As Librarians are usually not allowed unless through GM approval, this must be considered well in advance, during character generation.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Psyniscience	200	
Psyniscience +10	200	Psyniscience
Psyniscience +20	200	Psyniscience +10
Invocation	400	
Invocation +10	400	Invocation
Invocation +20	400	Invocation +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
The Unseen Bolt (Psychic Power)	800	
The Call of the Wind (Psychic Power)	800	

The Unseen Bolt
Prerequisites: None.
Action: Full Action
Focus Power: Challenging (+0) Willpower
Range: 25m x Psy Rating
Sustained: No
Description: A bolt of lightning summoned from the endless blue sky is the hallmark of the Stormseer's powers. This power is a Psychic Blast with a radius equal to the Stormseer's Psy Rating. Anything caught in the blast suffers 1d10 + (2 x Psy Rating) Energy Damage, with a Pen of 6 and the Shock Pulse quality. If the power was Pushed, the damage increases to 3d10 + (3 x Psy Rating) Energy Damage.

The Call of the Wind
Prerequisites: None.
Action: Full Action
Focus Power: Challenging (+0) Willpower
Range: 3m x Psy Rating
Sustained: Free Action
Description: Calling on ancient shamanistic wisdom, the Stormseer sees the currents of the winds of the future, speeding his brethren to victory. As long as this power is sustained, allies within range of the Stormseer add their Agility bonus to their Movement speed. If this power was Pushed, then allies within range of the Stormseer gain the Unnatural Speed trait.

PACK THEGN

Pack Thegns, or Claw Leaders, are proven warriors of a score of campaigns, deeply experienced in making murder…and somehow still fucked up. Having survived the loss of his company or the esteem of his brothers, the Pack Thegn binds his fortunes to a favored Jarl, and shares his cunning and expertise.

Legion Required: Space Wolves
Specialization Required: Any
Standard Issue Wargear: Frost Axe
Special Ability: The Pack Thegn suffers no penalty to Weapon Skill tests as part of the Counter-Attack talent.

A Pack Thegn may not take a Bike or Jetbike.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Intimidate	200	
Intimidate +10	200	Intimidate
Intimidate +20	200	Intimidate +10
Tracking	400	
Tracking +10	400	Tracking
Tracking +20	400	Tracking +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Counter-Attack	500	
Howl of Morkai	1000	

Howl of Morkai: Once per encounter, the Pack Thegn may declare the Howl of Morkai. Until the start of the Pack Thegn's next round, he and allies within support range increase the level of their Unnatural Strength trait by 1 when performing the Charge action. The Pack Thegn and allies gain the ability to use Reactions if they are attacked as part of the Charge action.

CASTELLAN

Upon the shoulders of the Castellans was the foundation of the Imperium built. The unbending spine of the Imperial Fists, these lords of siege warfare conquer world after world, leaving only loyal compliant civilizations with mighty Imperial redoubts from which the defense of entire subsectors could be coordinated.

Legion Required: Imperial Fists
Specialization Required: Any
Standard Issue Wargear: Master-Crafted Autocannon OR Iliastus Assault Cannon
Special Ability: The Castellan reduces the Requisition cost of Heavy weapons by 25%, rounding up.

A Castellan may not take a Jump Pack, Bike, Jetbike, Combat Shield, Boarding Shield, Power Fist, Solarite Power Gauntlet, Lightning Claws, or any Two-Handed Weapon.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Logic	200	
Logic +10	200	Logic
Logic +20	200	Logic +10
Tactics (Defensive Doctrine)	400	
Tactics (Defensive Doctrine) +10	400	Tactics (Defensive Doctrine)
Tactics (Defensive Doctrine) +20	400	Tactics (Defensive Doctrine) +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Bolter Drill	500	
Fire Support	1000	

Fire Support: The Castellan improves the Semi-Auto and Full-Auto fire rate of Heavy weapons he wields by 1. This does not affect Single-shot fire. As a full action, the Castellan may perform a Challenging (+0) Tactics (Defensive Doctrine) test. If this test is successful, the benefit of the talent is granted to allies in support range until the start of the Castellan's next turn.

DARK EMISSARY

Ominous warriors who act as the eyes of the Warmaster, the Dark Emissaries observe and guide those pledged to the Warmaster's service. They act as an example of the martial skill the Warmaster demanded, and as executioners for those who failed to fulfill the Warmaster's wishes.

Legion Required: Sons of Horus
Specialization Required: Any
Standard Issue Wargear: Staff of Dark Authority
Special Ability: The Dark Emissary and allies within support range ignore penalties to Fear and Pinning tests.

A Dark Emissary may not take a Jump Pack, Bike, or Jetbike.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Scrutiny	200	
Scrutiny +10	200	Scrutiny
Scrutiny +20	200	Scrutiny +10
Interrogation	400	
Interrogation +10	400	Interrogation
Interrogation +20	400	Interrogation +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Master Orator	500	
Armor of Pride	1000	

Armor of Pride: The first time the Dark Emissary is forced to burn fate to live during a mission, he must immediately make a Challenging (+0) Fellowship test. If this test is successful, the Dark Emissary is returned to a number of wounds equal to his Fellowship bonus, with no need to burn fate. If the test is failed, he burns fate as normal.

REAVER LORD

Reaver Lords were once officers in the Emperor's Legions, until treachery or fate forced this warrior to obscure his heraldry and pursue another path entirely. It is around these Reaver Lords that grand Blackshield companies assemble, and they guide their forces in a combination of day to day survival, and a destiny only they can see.

Legion Required: Blackshield Marauder
Specialization Required: Any
Standard Issue Wargear: Xenos Deathlock, Halo Blade
Special Ability: The Reaver Lord and Allied Blackshield characters within support range inflict additional damage, or Magnitude damage if a horde, to enemies in melee combat equal to the Reaver Lord's Fellowship Bonus.

Consul Specialization Skills:

Advance	Cost	Prerequisites
Intimidate	200	
Intimidate +10	200	Intimidate
Intimidate +20	200	Intimidate +10
Survival	400	
Survival +10	400	Survival
Survival +20	400	Survival +10

Consul Specialization Talents:

Advance	Cost	Prerequisites
Fear (+1)	500	
Fearless	500	
First Lord	1000	

First Lord: The Reaver Lord and allied Blackshields in Support Range may reroll failed Characteristics tests granted or required by the Wrought by War trait. In addition, when the Reaver Lord completes a Primary, Secondary, or Tertiary objective that involves gaining or replenishing supplies and war materiel, the Renown reward for that objective is doubled.

Sanctic Psychic Discipline

The study of Sanctic Daemonology was a long and hard road by the first Legion Nullificators. Many lost their lives trying to find applications of the warp that didn't explode them, destroy their surroundings, or turn their geneseed into tentacles. Eventually, the first Sanctic powers were manifested, and they proved a potent weapon against the creatures of the Warp that now plagued the galaxy.

Banishment

Value: 250xp
Prerequisites: None
Action: Half Action
Focus Power: Challenging (+0) Opposed Willpower Test
Range: 20 meters x Psy Rating
Sustained: Free Action
Description: The Legionary bends his will to dissolving the bonds that hold the daemon to the Materium. The Legionary nominates a single target with the Daemon or Daemon Engine trait in range and line of sight who opposes this power with a Willpower Test. As long as this power remains in effect, the potency of defensive fields possessed by the target are decreased by -15 (to a minimum of 20).

Gate of Infinity

Value: 1000xp
Prerequisites: Banishment
Action: Full Action
Focus Power: Hard (–20) Willpower Test
Range: 1 kilometer x Psy Rating
Sustained: No
Description: Controlling the roiling nature of time and space in the Warp, the Legionary can open a hole through the immaterium, bending the fabric of reality to his will. Using this gateway, the Legionary and his allies can cross great distances in a blink of the eye, travelling miles in naught but a few steps. The Legionary chooses a point anywhere within 5 meters times his Psy Rating, and opens a gate to the immaterium at that point. He then chooses a point within range of the power, and opens an exit to the gate at that location. The Legionary must be aware of the location in which he is opening the exit to the gate, either having visited it before, seen it from afar, or simply studied it on a map. The gate lasts for a number of Rounds equal to the Legionary's Psy Rating, and has a radius in meters equal to the Legionary's Psy Rating as well. For the duration of the power, the two sides of the gate are linked, and any person or objects may pass between them freely provided they can fit through the gate. This method of travel is considered Deep Striking for the purposes of talents and wargear. So taxing is this power, the Legionary must wait 12 hours before casting it again.

Hammerhand

Value: 1000xp
Prerequisites: Banishment
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: 10 meters x Psy Rating
Sustained: Half Action
Description: Rather than an offensive wave of force, the Legionary infuses his allies with strength enough to crush flesh and bone with a single blow. For the duration of this power, a number of allies within range equal to the Legionary's Psy Rating, plus the Legionary himself, improve the level of their Unnatural Strength trait by 2, up to a maximum of Unnatural Strength (x4). Allies affected by this power lose its benefit as soon as they move out of range.

Sanctuary

Value: 500xp
Prerequisites: Banishment
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 3 meters x Psy Rating radius
Sustained: Half Action
Description: With words of warding, the Legionary creates a zone of light around himself, protecting all from harm, and repelling Daemonic creatures. For the duration of this power, a number of allies within range equal to the Legionary's Psy Rating, plus the Legionary himself, improve the potency of defensive fields by +15 (to a maximum of PR60). In addition, enemies within range with the Daemon or Daemon Engine trait treat all terrain as Arduous.

PURGE SOUL

Value: 1000xp
Prerequisites: Banishment
Action: Half Action
Focus Power: Difficult (–10) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: The Legionary draws upon every ounce of willpower they possess to purge the corruption from their foes' souls. With sufficiently corrupt foes, this should hopefully kill them. The Legionary nominates a single target in range and line of sight who opposes this power with a Willpower Test. If the target fails this Willpower Test, it suffers damage equal to its Corruption Bonus for every Degree of Failure, ignoring Armor and Toughness bonus.

Note that while the GM is the final arbiter of how much Corruption an NPC has, a good rule of thumb to follow is that an average corrupted soul will have a a Corruption Score of 30 to 50, and thus a bonus of 3 to 5, while an enemy with the Daemon or Daemon Engine trait should have it maxed at 100, and a whopping bonus of 10!

CLEANSING FLAME

Value: 1500xp
Prerequisites: Banishment
Action: Half Action
Focus Power: Difficult (–10) Willpower Test
Range: Self
Sustained: No
Description: The Legionary harnesses the fire in their soul, creating a wall of white-hot psychic flame to purge foes from the battlefield. This power is a Psychic Storm centered on the Legionary, affecting all targets in a radius equal to 3 x the Legionary's Psy Rating. Any creature or Horde within the area of effect, with the exception of the Legionary, suffers 2d5 hits, each dealing 2d10 + (2 x Psy Rating) Explosive Damage with Pen 6 and the Ignores Cover, Soul Blaze, and Daemonbane qualities. These hits may be shielded and dodged as normal, and are applied separately – they do not combine into a single damage roll.

VORTEX OF DOOM

Value: 2000xp
Prerequisites: Banishment
Action: Half Action
Focus Power: Hard (–20) Opposed Willpower Test
Range: 10 meters x Psy Rating
Sustained: No
Description: The Legionary rends the Materium asunder, tearing a rift to the howling warp, condemning foes to total destruction. This power is a Psychic Blast with a radius equal to the psyker's Psy Rating. All creatures caught in the blast suffer 2d10 x Psy Rating Energy Damage, with a Pen of 15 and the Destroyer and Vortex qualities.

Destroyer: If a target of Size (Hulking) or lower takes at least one wound or Hull Integrity, it is instantly incinerated. This is an Instant Death effect.

Vortex: If the attack successfully inflicts at least one wound or point of hull integrity, the target or driver of the vehicle must make a Difficult (-10) Agility test or be sucked into the Warp. This is an Instant Death effect. At the conclusion of the initial attack, roll 1d10.

On a 1-4, the vortex dissipates and the attack concludes.
On a 5-7, the vortex remains at the epicenter of the attack, continuing to affect everything within its blast radius.
On an 8-9, the vortex moves 10m in a randomly selected direction, affecting everything along its path.
On a 10, the vortex expands, and its radius doubles. It remains in place, continuing to affect everything within its new radius.

MALEFIC PSYCHIC DISCIPLINE

For those who want to irrevocably intertwine themselves with the daemonic Neverborn, Malefic Daemonology allows one to summon, enhance, and fight alongside the forces of the Warp. Embracing the path of Malefic Daemonology is a pathway to abilities some consider…unnatural, but is it possible to learn these abilities? Yes, but not from a loyalist…

Each time a Legionary successfully manifests a power from the Malefic Daemonology discipline, he gains Corruption points equal to the psy rating used to manifest the power. This is gained after the power's effects are resolved.

Note that summoned Daemons possess a PR35 defensive field that does not overload under normal conditions, representing defensive warp auras. The maximum number of Daemons that can be summoned is equal to the Legionary's Fellowship Bonus. Any more, and the summoned zoo becomes too time consuming to manage.

SUMMONING

Value: 1500xp
Prerequisites: None
Action: Full Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: The Legionary is doing the unthinkable – he is summoning the Neverborn from the Warp into reality. The Legionary makes a Focus Power test. If the test is successful, one Daemon chosen from the following list is successfully summoned within range of the Legionary. Summoned Daemons stick around a number of rounds equal to the Psy Rating used to manifest the power, or indefinitely if summoned on a world where the veil is weak or the Ruinstorm is raging. Their stats can be found in Deathwatch: Mark of the Xenos.

-Khorne Bloodletter (P. 109)
-Slaanesh Daemonette (P. 110)
-Tzeentch Pink Horror (P. 111)
-Nurgle Plaguebearer (P. 112)

Once summoned, the Daemon will generally do its own thing, but most of the time its desires align with the Legionary's and it will attack targets it deems important in ways it deems necessary. If the test is successful by 5 or more Degrees of Success, the Daemon will listen to the direct orders of the Legionary for a number of rounds equal to the degrees of success on the Focus Power test. But after that, well, better hope the veil's not too thin.

CURSED EARTH

Value: 500xp
Prerequisites: Summoning
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 3 meters x Psy Rating radius
Sustained: Half Action
Description: The Legionary is a conduit through which the warp flows, tainting the ground and sustaining his daemonic "allies." For the duration of this power, a number of allies with the Daemon or Daemon Engine trait within range equal to the Legionary's Psy Rating improve the potency of defensive fields by +15 (to a maximum of PR60). In addition, Daemons summoned within range of the power treat the round they arrive as a Surprise round.

DARK FLAME

Value: 500xp
Prerequisites: Summoning
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: The Legionary projects a dark ball of evil flame that immolates souls as well as bodies. This power is a Psychic Bolt that deals 1d10 Energy Damage, +3 per point of Psy Rating, with a Pen of 4 and the Soul Blaze, Tainted, Spray, and Torrent Qualities.

INFERNAL GAZE

Value: 500xp
Prerequisites: Summoning
Action: Half Action
Focus Power: Challenging (+0) Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: Unholy power streams from the psyker's eyes, charring and melting everything in its path. Infernal Gaze is a Psychic Bolt. The Legionary designates a point within range, and makes a Focus

Power test. If successful, the Legionary draws a line from his origin to the power's maximum range. EVERYTHING under this line, including the space taken by the blast quality, is hit. This power inflicts 1d10E damage, +1 per point of Psy Rating, with a Pen of 6 and the Blast (1), Tainted, Armorbane, and Fleshbane qualities.

SACRIFICE

Value: 1500xp
Prerequisites: Summoning
Action: Full Action
Focus Power: Difficult (-10) Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: With the sacrifice of an ally, the Legionary can bring forth into the Materium the Heralds of Chaos. The Legionary makes a Focus Power test. If the Focus Power test is successful, one random ally within range (or the Legionary if there are none) suffers 1d10 + Psy Rating damage, ignoring armor and toughness, and one Daemon Herald chosen from the following list is successfully summoned within range of the Legionary. Summoned Daemon Heralds stick around a number of rounds equal to the Psy Rating used to manifest the power, or indefinitely if summoned on a world where the veil is weak or the Ruinstorm is raging. Their stats can be found in Dark Heresy 2: Enemies Beyond.

-Herald of Khorne (P. 106)
-Herald of Tzeentch (P. 113)
-Herald of Nurgle (P. 119)
-Herald of Slaanesh (P. 123)

Once summoned, the Daemon will generally do its own thing, but most of the time its desires align with the Legionary's and it will attack targets it deems important in ways it deems necessary. If the test is successful by 5 or more Degrees of Success, the Daemon will listen to the direct orders of the Legionary for a number of rounds equal to the degrees of success on the Focus Power test. But after that, well, better hope the veil's not too thin.

INCURSION

Value: 1500xp
Prerequisites: Summoning
Action: Full Action
Focus Power: Difficult (-10) Willpower Test
Range: 5 meters x Psy Rating
Sustained: No
Description: The Legionary decides it's his lot in life to play daemonic zookeeper. The Legionary makes a Focus Power test. If the Focus Power test is successful, one Daemon Beast chosen from the following list is successfully summoned within range of the Legionary. Summoned Daemon Beasts stick around a number of rounds equal to the Psy Rating used to manifest the power, or indefinitely if summoned on a world where the veil is weak or the Ruinstorm is raging. Their stats can be found in Dark Heresy 2: Enemies Beyond.

-Flesh Hound of Khorne (P. 107)
-Bloodcrusher of Khorne (P. 108)
-Flamer of Tzeentch (P. 114)
-Screamer of Tzeentch (P. 114)
-Beast of Nurgle (P. 118)
-Plague Drone of Nurgle (P. 118)
-Seeker of Slaanesh (P. 123)
-Fiend of Tzeentch (P. 124)

Once summoned, the Daemon will generally do its own thing, but most of the time its desires align with the Legionary's and it will attack targets it deems important in ways it deems necessary. If the test is successful by 5 or more Degrees of Success, the Daemon will listen to the direct orders of the Legionary for a number of rounds equal to the degrees of success on the Focus Power test. But after that, well, better hope the veil's not too thin.

POSSESSION

Value: 1500xp
Prerequisites: Summoning, Incursion, Sacrifice
Action: Full Action
Focus Power: Difficult (-10) Willpower Test
Range: Self
Sustained: No
Description: In a last-ditch effort, the Legionary offers their own body and soul to manifest the greatest of the servants of the Chaos Gods. The Legionary makes a Focus Power test. If the Focus Power test is successful, the Legionary dies, and from the resultant pool of exploded gore, one Greater Daemon from the following list is successfully summoned. Summoned Greater Daemons stick around a number of rounds equal to the Psy Rating used to manifest the power, or indefinitely if summoned on a world where the veil is weak or the

Ruinstorm is raging. Their stats can be found in Deathwatch: Mark of the Xenos.

-Bloodthirster of Khorne (P. 101)
-Great Unclean One of Nurgle (P. 103)
-Keeper of Secrets of Slaanesh (P. 105)
-Lord of Change of Tzeentch (P. 107)

The following restrictions apply to the daemons above.
- The Bloodthirster does not possess the Emissary for the Skull Throne special rule – it cannon summon extra daemons with it.
- The Great Unclean One may select up to two powers from the Biomancy Discipline due to its Lord of Decay special rule, and may cast one power per round as a Free Action in addition to its normal attacks.
- The Lord of Change may select up to three total powers from the following disciplines: Biomancy, Telepathy, Telekinesis, Divination, Pyromancy, Malefic Daemonology, and may cast one power per round as a Free Action in addition to its normal attacks. Powers that summon additional daemons may not be selected (Summoning, Incursion, Sacrifice, Possession) – you do NOT want a Lord of Change continually Possessing itself to remain in the field, or summoning the full Bronx Zoo.

Once summoned, the Greater Daemon is directly controlled by the Legionary for a number of rounds equal to the degrees of success on the Focus Power test. But after that, the Legionary's soul fades away and the Daemon's will takes over. Better hope the veil's not too thin, because swiggity swoogity, high chance that Greater Daemon's coming for your allies' booty!

The Legionary may not burn fate to survive the death caused by this power – this is the future they chose. If, instead, the Legionary fails the Focus Power test when casting this power, then they automatically generate a result from the Perils of the Warp table, with a +5 modifier for every point of Psy Rating used to cast the power. The Chaos Gods also laugh at him, and the Legionary loses 1d10 Self-Esteem.

Legion Praetor

To be called to the office of Praetor is the greatest glory a Legionary can aspire to. At these hallowed ranks, one counts among peers the Excertus Imperialis, entire Legions, and even the company of Primarchs. At this hallowed stage, a Praetor can command a war fleet, and his word is enacted by thousands of Imperial troops. Able to enact battlefield stratagems called "Rites of War," a Praetor can take a macro view of the battlefield, intervening personally in areas where his presence is most necessary.

Requirements: Rank 7 or more, Renown 80+

Cost: 3000 XP

Legion Praetor Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Parry	200	Skill	
Parry +10	200	Skill	Parry
Parry +20	200	Skill	Parry +10
Lore: Forbidden (Adeptus Astartes)	400	Skill	
Lore: Forbidden (Adeptus Astartes) +10	400	Skill	Lore: Forbidden (Adeptus Astartes)
Lore: Forbidden (Adeptus Astartes) +20	400	Skill	Lore: Forbidden (Adeptus Astartes) +10
Tactics (Any)	400	Skill	
Tactics (Any) +10	400	Skill	Tactics (Any)
Tactics (Any) +20	400	Skill	Tactics (Any) +10
Talented (Choose One) x2	500	Talent	
Air of Authority	500	Talent	Fel 30
Astartes Weapon Specialization	1000	Talent	
Combat Master	1000	Talent	WS 30
Good Reputation (Choose One)	1000	Talent	Fel 50, Peer (Choose One)
Hunter of Aliens	1000	Talent	
Iron Discipline	500	Talent	WP 30, Command
Into the Jaws of Hell	1000	Talent	Iron Discipline
Lightning Attack	1000	Talent	Swift Attack
Master Orator	500	Talent	Fel 30
Master and Commander	1000	Talent	Int 35, Fel 35
Peer (Choose One) x2	500	Talent	Fel 30
Resistance (Choose One)	500	Talent	
Step Aside	1500	Talent	Ag 40, Dodge
Swift Attack	500	Talent	WS 35
Sound Constitution x3	1000	Talent	
Wall of Steel	1500	Talent	Ag 35
Imperial Commander	1000	Talent	WP 40, Fel 45
Praetor's Word	1000	Talent	Master Orator
Mastery (Command)	1000	Talent	Command (+20), Talented (Command)
Master of the Legion	1500	Trait	
Unique Legion Specialization	*	Special	

Legion Praetor Wargear

Legion Centurions gain Artificer Armor, a Thunder Hammer and Archeotech Pistol OR a Paragon Blade as standard-issue wargear.

Legion Praetor Special Ability: Rites of War

Legion Praetors, rather than intoning an Oath at the start of a mission, may declare a Rite of War. These Rites of War will grant further benefits to the Legionary and his allies, and will augment Strategic Assets they may choose to take. Note that some Rites of War will limit the Legionaries in what wargear or assets they may take as well. A Legionary may enact a Generic Rite of War or a Rite of War available to his own Legion or the Legion of any Legionary within his squad. For example, a squad with an Iron Hand, a Son of Horus, and a Thousand Son may enact Rites from the Generic, Iron Hands, Sons of Horus, or Thousand Sons choices available.

New Talents

Master and Commander

Praetors often find it necessary to coordinate boarding and anti-boarding actions aboard their vessels. The Praetor spend a Half Action to grant allied Legionaries within 30m the benefits of the Combat Master talent, and allied Strategic Assets within 30m a +10 bonus to Weapon Skill and Ballistic Skill tests in combat. In addition, enemies are denied the normal bonus to hit due to a Strategic Asset's Horde size.

Imperial Commander

Praetors command mixed armies, from Legionaries of their own and other Legions, to the numerous regiments of the Excertus Imperialis, the Solar Auxilia, the Taghmatas of the Mechanicum, and sometimes even the Talons of the Emperor. The Praetor never suffers penalties due to unfamiliarity or outsider status to Interaction Tests with soldiers serving in the Great Crusade. This includes all auxiliary forces. When commanding a combined force of Strategic Assets drawn from different sources, the Praetor gains a +20 bonus to any Command Tests.

Praetor's Word

The Praetor's word is law, and entire battlefleets heed his command. The Praetor may affect a number of people up to a 100 times their Fellowship Bonus rather than just 10.

Mastery (Command)

For a Praetor, to command the Expeditionary Fleets of the Great Crusade is to know unparalleled triumphs, and unstoppable success. The Praetor may spend a Fate Point to automatically pass the listed skill, provided the final modifier to his Test is +0 or better. In addition to simply passing the Test, the character will pass it by a number of Degrees of Success equal to the Characteristic Bonus tied to the skill.

New Talents

Master of the Legion

Over time, as the Praetor finds his place in the galaxy, he will gradually find tactics he finds favorable, battle methods he prefers over others, and will begin to specialize in these. The Praetor will carve out his name in history, and allies and enemies alike will learn to entreat the Praetor with the fear or awe he deserves.

The Praetor is immune to Cohesion damage. In addition, when purchasing this talent, the Praetor selects one of the following Warlord Traits to represent his battlefield experience, and expertise. Once chosen, this may never be changed, so make your choice count.

Bloody Handed

The Praetor has become a feared force on the battlefield, and entire regiments and battlegroups quail at facing him. The Praetor gains the Fear (1) trait, or increases the level of his Fear trait by 1. Such is the level of terror that the Praetor instills in his enemies that Troop and Elite type enemies, and Strategic Assets made up of such enemies, can only resist the Praetor's Fear Rating if they have the From Beyond trait.

Master Tactician

The battlefield is an ever-shifting morass, and a Praetor who knows best how to exploit the flow will secure victory. The first Squad Mode activated by the Praetor costs no cohesion to activate or maintain. In addition, the Praetor grants each allied Strategic Assets one free Horde Trait of his choice from Deathwatch Core or Deathwatch Mark of the Xenos.

World Burner

Some Praetors announce the landing of their armies with a few rounds of orbital bombardments, and under their guiding hand inflict more damage than expected. Weapons with the Blast quality wielded by the Praetor gain add 2 to the Blast size. The Praetor may reroll the damage die, the second result standing, of weapons with the Flame or Spray quality. Torpedo Strike and Lance Strike assets called by the Praetor scatter a maximum of one kilometer if the Ballistic Skill test is failed.

Paladin of Glory

The Praetor is a shining light in the Age of Darkness, his chivalrous righteousness and purity an example to his enemies and allies alike. But it is also said that the brightest light does not burn for long. The Praetor and allies within Support Range, including Strategic Assets, gain the From Beyond trait, and inflict an additional amount of damage in melee combat equal to the Praetor's Weapon Skill bonus.

Void Walker

The Praetor has been attached to the war fleets of his Legion, and can command them as deftly as he can ground forces. He has faced off against the greatest horrors of the deep void, and triumphed over them all. The Praetor gains the Resistance (Psychic Powers) and Strong-Minded talents. When the Praetor or his allies score critical hits with voidship weapons, they inflict 1d5 + an additional value equal to the Praetor's Intelligence bonus, rather than 1d5 as normal.

Child of Terra

The birth of the Great Crusade itself was witnessed by the Praetor, and he is the veteran of countless battles upon and beyond humanity's ancient homeworld. The Praetor, and allied Strategic Assets within Support Range, may reroll damage results in close combat, the second result standing. In addition, Talons of the Emperor Strategic Assets may be purchased at a 10% discount.

"A newly inducted member of the HKSD Special Operation and Testing Detachments, a Cadre Fireblade in training, once asked me what made the hallmark of a good leader. I was dumbstruck. I never to that point considered such a question. I reflected upon my time as head of the House of Korst'la, when it was passed on to me by my father on his deathbed, and what I will no doubt do for my own son upon my own. I grew up in the battlefield, amongst the Detachments, and I posit that leadership is a complicated way of getting what you want others to do, with the minimum of expense incurred by yourself.
The House of Korst'la is not a conventional army in any sense of the word. Few here fight for camaraderie or brotherhood, they fight because it is profitable. If I bring them to a fight, they will fight, and they will acquire rewards, be it from my own accounts, or by hiring themselves out to desperate commanders willing to pay. I do not claim responsibility for the actions of my soldiers, There is an old saying back in the Empire – a good leader rules by not ruling, so everything under heaven will support his endeavors. If the House of Korst'la is anarchy incarnate, who am I to impose order? I am making money, they are making money, everyone is content. There is no reason to ruin a good thing."
-Excerpt of "Selenite Memories,"
the Memoirs of Shas'o Sio't Korst'la VII

New Talents

Unique Legion Specialization

As the Great Crusade proceeded on, some Legions would differentiate themselves from their allies in extreme ways. The Praetors of these Legions would go above and beyond their brethren, and call upon new abilities, alliances, or wargear. For these Praetors, the task of commanding went hand in hand with the specializations of their Legions.

If the Praetor is one of the following Legions, he may apply the benefits for the listed cost.

Iron Warriors

Cost: 1500

Warsmiths of the Iron Warriors were as adept at constructing fortifications as they were at tearing them down. Iron Warriors Warsmiths gain the Mechanicum Implants trait, the Accelerated Repairs Talent, the Battlesmith Talent, and the Shatter Defenses talent. Iron Warriors Warsmiths gain a Servo-Arm cybernetic as standard issue Wargear.

Shatter Defenses: Attacks made by the Warsmith, and allies and allied Strategic Assets within Support Range, ignore a number of armor points of cover the enemy benefits from by a value equal to the Warsmith's Intelligence bonus.

Space Wolves

Cost: 1500

The Jarls are lords of the Great Companies, also known as Wolf Lords. As the Great Crusade pushed on and the Legion fragmented, a Jarl held their company together through sheer force of personality, and shaped its martial preference through personal authority and proclivities for war. Space Wolves Jarls gain a +20 bonus to Weapon Skill tests granted by the Counter-Attack talent instead of its normal penalty. In addition, the Jarl doubles the value of Support Range when he is made Squad Leader, and improves the armor granted from Cover by a value equal to his Intelligence bonus.

Iron Hands

Cost: 1500

The Iron Fathers of the Iron Hands were the masters of the Medusan Clans, and their contempt for weakness in their allies was just as strong as their drive for self-improvement, often wielding the greatest cybernetics the Legion could provide. Iron Hands Iron Fathers gain the Undying trait, the Accelerated Repairs Talent, the Battlesmith Talent, and the Murderous Arsenal talent. Iron Hands Iron Fathers gain a Servo-Arm cybernetic as standard issue Wargear.

Murderous Arsenal: Attacks made by the Iron Father, and allies and allied Strategic Assets within Support Range, increase the damage and penetration of all non-vehicle weapons by a value equal to the Iron Father's unmodified Intelligence bonus.

Thousand Sons

Cost: 2000

The Praetors of the Thousand Sons were the greatest Psykers of the Legion, and personally ranked among the highest in their Legion's Cults Arcana. The Thousand Sons Praetor increases their Psy Rating by +4. When this talent is taken, the Praetor may replace their Thunder Hammer and Archeotech Pistol OR Paragon Blade with a Force Staff OR Force Sword OR Force Axe.

Rites of War

"Let us display the full might of the Astartes. Ready a Stormbird."

-Cyril, Praetor and Delegatus of the Ice Wraiths, organizes the landing for operations on Kalam.

Rites of War differ from Oaths in that, when enacting a Rite of War, the focus goes from a micro-view of the squad to a macro-view of the entire battlefield. When enacting a Rite, the Legionary invoking the Rite must be the Squad Leader, and may select from Rites available to his Legion, and Generic Rites (For example, a Squad consisting of an UM, BA, WS, and SW nominates the UM as leader, and thus may select from UM and Generic Rites). All Requisition must now be spent solely on Assets, though the Legionaries need not spend all their points on Assets immediately. The option exists to keep Requisition "in reserve," to call down assets as the battlefield demands for most Rites. Note that some Rites may deny certain assets.

Instead of using Requisition for personal gear, it is assumed that when enacting a Rite, the Legionaries are Legendary or Mythic enough in their renown that the entire armory is open. Thus, when outfitting for deployment, the Legionary may select [up to two Pistols / Melee weapons], OR [one Basic weapon] OR [One Heavy weapon], in addition to any Standard Issue or Signature Wargear they may have acquired, subject to encumbrance limits. Alternatively, the Legionary may select Terminator Armor of any pattern to use for the mission, and may instead select one Melee weapon, one Basic / Heavy / Mounted weapon, and one Carapace weapon if the armor supports such a subsystem, subject to encumbrance limits. Each weapon the Legionary possesses may have two upgrades it qualifies for, such as a suspensor, targeter, etc. Vehicles taken as an asset for the Legionaries' personal use may have up to two Upgrades the vehicle qualifies for. In addition, the Legionary may select one piece of gear, wargear, or tool of 5 requisition or less, one piece of gear, wargear, or tool of 15 requisition or less, and one piece of gear, wargear, or tool with no requisition limit. One weapon, wargear, gear, or tool of the Legionary's choice may be upgraded to Master-Crafted craftsmanship. Finally, the Legionary may select 1 magazine of specialist ammunition for a selected weapon, or 1 specialist grenade, or 1 specialist missile (excluding stasis or vortex). A Legionary may not reduce their Renown to gain additional requisition for a mission when using a Rite of War – the Legionary is already considered having access to everything they could need. Since Oaths usually unlock different Squad Mode Abilities, the Legionaries may freely select ONE Codex Attack Pattern OR ONE Codex Defensive Stance to make use of during the mission. The Legionaries may then apply the benefits of the Rite itself, regardless if they are in Squad or Solo mode. The Legionaries retain access to their Legion Squad Modes.

When purchasing Strategic Assets, it is assumed that the assets are transported down alongside the Legionaries. Sometimes, Legionaries may be mandated to hold some Assets in Reserve, or may choose to buy assets on the fly with stored Requisition. In this case, Strategic Assets are summoned to the field or used with a Challenging (+0) Command Test. Up to one Asset may be summoned per round.

Generic Assets
The following Rites of War may be declared by any Legion in most cases.

Rite: Orbital Assault
Legion: Generic
Effect: Allied Infantry Strategic Assets, upon purchase, receive free Drop Pods, or free Dreadclaw Drop Pods if the Sons of Horus Legion. Assets begin in orbit.
Free Assets Provided: One Legion Support Squad (Tactical Marines) in Drop Pod.
Requirements: Assets that cannot fit in a Drop Pod, such as ground vehicles, may not be purchased.

Rite: Armored Spearhead
Legion: Generic
Effect: Predators, Deimos Predators, and Sicaran Tanks purchased as an Armored Support Asset may be purchased at a 25% discount. These tanks must have either standard Predator Cannons or Accelerator Autocannons depending on vehicle, but may be equipped with sponsons as desired. All Predators,

Deimos Predators, and Sicaran Tanks purchased gain the Enhanced Motive Systems Trait.
Free Assets Provided: One Predator variant, Deimos Predator variant, or Sicaran variant. This vehicle gains the Command and Control Trait.
Requirements: The number of Flyer or Skimmer Assets cannot outnumber Vehicle Assets. Any Infantry Assets purchased must be deployed in Transports.

Rite: Angel's Wrath
Legion: Generic
Effect: Infantry Assets equipped with Jump Packs gain the Hit and Run talent. The Legionaries may purchase a Storm Eagle or Storm Eagle variant as an Armored Support Asset at a 10% Discount. Purchased Storm Eagle, Storm Eagle Variant, and Fire Raptor Assets gain a +10 bonus to Ballistic Skill when firing on ground targets.
Free Assets Provided: One Legion Support Squad (Assault Marines).
Requirements: Vehicle assets purchased must be Skimmers or Flyers. Infantry Assets purchased must be Legion Support Squads (Assault Marines or Jetbike Sky Hunters) or purchase a Flyer transport of some kind.

Rite: Pride of the Legion
Legion: Generic
Effect: Legion Support Squad (Tactical Marines and Terminators) may be purchased at a 25% discount. The Legionaries may purchase a Land Raider Phobos or Proteus as an Armored Support Asset at a 10% Discount.
Free Assets Provided: One Legion Support Squad (Terminators), one set of Terminator Armor (Any Pattern) for each Legionary.
Requirements: If all Infantry Assets fielded are destroyed at the conclusion of the mission, the Legionaries count as failing a Secondary Objective, suffering a penalty reduction of 2 Renown.

Rite: Armored Breakthrough
Legion: Generic
Effect: Rhinos or Land Raiders may be purchased at a 25% discount. Land Raiders must be either standard Phobos pattern or Proteus pattern. Hordes suffering a successful Ram action by a Vehicle purchased must test for breaking at a -10 penalty after damage is rolled.
Free Assets Provided: One Land Raider of the Phobos or Proteus pattern.
Requirements: All Infantry assets purchased must also purchase a Transport, and be deployed within. Assets cannot deep strike via drop pod or other method – they must be deployed on the field.

Rite: Brethren of Iron
Legion: Generic
Effect: Vorax, Castellax, and Domitar Battle Automata may be purchased at a 25% discount. Upgrades are purchased at normal cost.
Free Assets Provided: One Castellax Battle Automata Maniple.
Requirements: The number of Legio Cybernetica Assets readied cannot outnumber Infantry Assets readied by greater than 1, representing the Legionaries themselves. This Rite can only be taken if at least one Legionary is a Consul Forge Lord, Consul Praevian, Praetor Warsmith, or Praetor Iron Father.

Rite: Fury of the Ancients
Legion: Generic
Effect: Dreadnought Talons may be purchased at a 33% discount.
Free Assets Provided: One Dreadnought Talon, consisting of three Dreadnoughts.
Requirements: If at least one Dreadnought Talon is destroyed at the conclusion of a mission, the Legionaries count as failing a Secondary Objective, suffering a penalty reduction of 2 Renown. This Rite can only be taken if at least one Legionary is a Consul Forge Lord or Consul Primus Medicae.

Rite: Outcast Sons
Legion: Dark Angels, White Scars, Space Wolves, Imperial Fists, Blood Angels, Iron Hands, Ultramarines, Salamanders, Raven Guard.
Effect: The Legionaries may reroll Initiative rolls, and they and allied Strategic Assets may reroll failed Weapon Skill tests against the following Legions: Dark Angels, White Scars, Space Wolves, Imperial Fists, Blood Angels, Iron Hands, Ultramarines, Salamanders, Raven Guard. In addition, when first rolling for Initiative, allied Strategic Assets may immediately perform a Full Move action. Initiative then follows as normal.
Free Assets Provided: One Legion Tactical Squad.
Requirements: This Rite of War is only available if the GM sets their game during the Age of Darkness rather than the Great Crusade, and the Legionaries have declared their allegiance for the Warmaster Horus, and themselves as Traitors.

Rite: Skyhunter Phalanx
Legion: Generic
Effect: Legion Support Squads with Scimitar Jetbikes or Outrider Attack Bikes may be purchased at a 20% discount.
Free Assets Provided: One Scimitar Jetbike or Outrider Attack Bike per Legionary. One Legion Support Squad with Scimitar Jetbikes.

Requirements: Vehicle assets purchased must be Skimmers or Flyers. Infantry Assets not mounted on Jetbikes or Attack Bikes must purchase a Flyer as a transport at normal cost.

Rite: Outcast Sons
Legion: Emperor's Children, Iron Warriors, Night Lords, World Eaters, Death Guard, Thousand Sons, Sons of Horus, Word Bearers, Alpha Legion
Effect: The Legionaries and allied Strategic Assets may reroll failed Weapon Skill tests, and gain the benefits of the Fearless talent against the following Legions: Emperor's Children, Iron Warriors, Night Lords, World Eaters, Death Guard, Thousand Sons, Sons of Horus, Word Bearers, Alpha Legion. In addition, the Legionaries may reroll failed Dodge and Parry tests when fighting in melee combat against a single enemy combatant.
Free Assets Provided: One Legion Tactical Squad.
Requirements: This Rite of War is only available if the GM sets their game during the Age of Darkness rather than the Great Crusade, and the Legionaries have declared their allegiance for the Emperor, and themselves as Loyalists.

Rite: Drop Assault Vanguard
Legion: Generic
Effect: Legion Support Squad (Assault Marines) Strategic Assets may be purchased at a 50% discount, but must purchase a Drop Pod, or Dreadclaw Drop Pod if the Sons of Horus Legion. Assets begin in orbit. All Legion Support Squad (Assault Marines) Strategic Assets may be summoned with a single Command test rather than testing per Asset. During the first round a Strategic Asset arrives on the battlefield, enemy Ballistic Skill tests are resolved at a -30 penalty. These assets gain the Hit and Run talent on subsequent turns.
Free Assets Provided: One Legion Support Squad (Assault Marines) in Drop Pod.
Requirements: Assets that cannot fit in a Drop Pod, such as ground vehicles, may not be purchased. Infantry Assets not mounted on Drop Pods must purchase a Flyer as a transport at normal cost.

Rite: Recon Company
Legion: Generic
Effect: Legion Support Squad (Recon Marines) may be purchased at a 20% discount. The Legionaries and allied Strategic Assets may reroll Initiative rolls and failed Concealment and Silent Move tests
Free Assets Provided: One Legion Support Squad (Recon Marines)
Requirements: Terminator or Vehicle Strategic Assets may not be purchased.

Rite: Zone Mortalis Assault
Legion: Generic
Effect: Legion Support Squad (Breacher Marines and Terminators) may be purchased at a 20% discount. The Legionaries and allied Strategic Assets gain the use of an allied Teleportarium, which may be used to deploy the Legionaries or allied Strategic Assets into the fight. Legionaries adjacent to each other and wielding Boarding Shields, as well as Legion Support Squad (Breacher Marines), increase the Protection Rating of all boarding shields they are wielding by +15.
Free Assets Provided: One Legion Support Squad (Breacher Marines)
Requirements: Assets with a Magnitude greater than 20 may not be purchased. No Vehicle assets except for Walkers may be purchased.

Rite: Sacrificial Offering
Legion: Generic
Effect: Excertus Imperialis Reserve Companies may be purchased at a 33% discount. The first round of combat, "allied" Excertus Imperialis and Solar Auxilia Strategic Assets benefit from the Fearless talent. Legionaries and allied Legiones Astartes Strategic Assets firing at enemy units engaged in melee combat with "allied" Excertus Imperialis and Solar Auxilia Strategic Assets inflict additional damage, or Magnitude damage if a horde, to both "allies" and enemies equal to the tens place of the "allied" Strategic Assets.
Free Assets Provided: One Excertus Imperialis Reserve Company.
Requirements: Allied Legiones Astartes Strategic Assets must purchase Drop Pods, Dreadclaw Drop Pod if the Sons of Horus Legion, or Flyers as a transport at normal cost. You gotta be a stone cold motherfucker to take this Rite of War. Those guys probably had *families*, man. This Rite of War may only be used by Traitors.

Legion Specific Assets
The following Rites of War may be declared only if a Legionary of that Legion is part of the team. In cases where Legion-specific units are used as Strategic Assets, use the Legion Support Squad (Tactical Marine) as a base unless otherwise noted, and equipped with all the standard-issue wargear and unique talents that that specialization would normally receive.

Rite: Eskaton Imperative
Legion: Dark Angels
Effect: Legion Support Squad (Destroyer Squads) may be purchased at a 20% discount, and are provided a Rhino at no additional cost. Legionaries may purchase Rad Grenades, Stasis Grenades at a 50% discount. Heavy Support Legionaries may purchase Plasma Incinerators at a 50% discount. Enemies within 30m that can draw line of sight to the Legionaries suffer a -10 penalty to Willpower tests unless they possess the Jaded, Fearless, or From Beyond talents or traits. This effect is not cumulative. Furthermore, all terrain during the mission is treated as Difficult Terrain for enemies. Finally, the Legionaries gain access to three special Artillery Tank Barrage assets, to be used during the mission as they see fit. These assets do not inflict damage, but instead cause all terrain within 15m of the impact point to be treated as Arduous terrain.

Free Assets Provided: One Legion Support Squad (Dreadwing Interemptors) with one Rhino
Requirements: Legionary must possess the Scion of the Hexagrammaton (Dreadwing) talent. Non-Legiones Astartes Assets, Fortification Assets, or Automated Defense Assets may not be purchased. If at the conclusion of a mission, any Elite or Master-class enemies have survived, the Legionaries lose 1 renown. If any Troop-class enemies have survived, the Legionaries lose an additional 3 Renown.

Rite: The Steel Fist
Legion: Dark Angels
Effect: Legion Deimos Predator Strategic Assets and Transport Assets for Infantry Strategic Assets may be purchased at a 20% discount. Allied vehicles with a Transport capacity gain a 6+ Defensive Field that does not overload in normal conditions, representing reinforced surfaces deflecting attacks. Vehicle Strategic Assets and Legionaries may reroll failed Dodge, Jink, and Pinning tests while within 5 meters of an allied Vehicle.
Free Assets Provided: One Legion Deimos Predator Strategic Asset, one Land Raider Proteus.
Requirements: Legionary must possess the Scion of the Hexagrammaton (Ironwing) talent. Bike, Jetbike, Flyer, Fortification, or Non-Legiones Astartes Strategic Assets may not be purchased. Vehicle Strategic Assets must outnumber Infantry Strategic Assets.

Rite: The Storm of War
Legion: Dark Angels
Effect: Legion Tactical Squads may be purchased at a 20% discount. Legion Tactical Squad Strategic Assets gain an attached Centurion and support staff, increasing their Magnitude to 25, and increasing their Weapon Skill, Ballistic Skill, and Willpower characteristics by 10. The Legionary Squad Leader gains access to special Orders that can be cast with a Challenging (+0) Command Test as a Free Action. The Legionary may cast up to one Order per turn, the effect lasting until the start of the Legionary's next turn.
Hold the Line: The Legionaries and Strategic Assets in melee combat may roll 1d10 for every melee hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored. However, the Legionaries and Strategic Assets may not perform Movement actions of any kind.
Volley Fire: The Legionaries and Strategic Assets in support range may perform a Full Move and then the Fury of the Legion action.
Full Assault: The Legionaries and Strategic Assets in support range gain the Berserk Charge talent, and improve their base Strength Characteristic by 10 during the first round of melee combat.
Field Reserves: Strategic Assets summoned by Legionaries may immediately perform an attack action as a Free Action, gaining the benefit of Surprise.
Free Assets Provided: Two Legion Tactical Squad Strategic Assets.
Requirements: Legionary must possess the Scion of the Hexagrammaton (Stormwing) talent. Transport vehicles may not be purchased for Infantry Strategic Assets. Legion Tactical Support Squad and Legion Support Squad (Assault Marines) Strategic Assets must outnumber all other Strategic Assets. Non-Legiones Astartes Assets, Fortification Assets, or Automated Defense Assets may not be purchased.

Rite: The Unbroken Vow
Legion: Dark Angels
Effect: Legion Support Squad (Deathwing Companions) may be purchased at a 20% discount. Legionaries and Strategic Assets within 30m of a Primary, Secondary, or Tertiary Objective may perform one additional attack in melee combat, stacking with talents that grant additional attacks. Legionaries and Strategic Assets within 15m of a Primary, Secondary, or Tertiary Objective may roll 1d10 for every melee hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored. If the Legionary already possesses this ability via talent, ability, or other source, he instead adds 2 to the roll, to a maximum of 6+.
Free Assets Provided: One Legion Support Squad (Deathwing Companions).
Requirements: Legionary must possess the Scion of the Hexagrammaton (Deathwing) talent. Non-Legiones Astartes Assets may not be purchased. The Legionaries must select one Primary or Secondary objective to be a Special Objective. If at the conclusion of the mission this Special Objective is not completed, then the Legionaries lose 1 Renown. If the enemy made the Special Objective impossible to complete, such as via destruction, or securing and retreating, then the Legionaries instead lose 3 Renown.

Rite: The Seeker's Arrow
Legion: Dark Angels
Effect: Legion Support Squad (Bikes, Jetbikes) may be purchased at a 20% discount. Legionaries and allied Strategic Assets gain the benefits of the Hit and Run talent for the duration of the mission. Legionaries and allied Strategic Assets may add their Agility Bonus to their Charge, Run, and Tactical Move speeds. At the start of an encounter, roll 1d10. On a 3+, the first round is treated as a Surprise Round for the Legionaries and allied Strategic Assets.
Free Assets Provided: One Legion Support Squad (Skyhunter Jetbikes) Strategic Asset.
Requirements: Legionary must possess the Scion of the Hexagrammaton (Ravenwing) talent. Fortification and Non-Legiones Astartes Strategic Assets may not be purchased. Bike, Jetbike, Skimmer and Flyer Strategic Assets must outnumber Vehicle Strategic Assets.

Rite: The Serpent's Bane
Legion: Dark Angels
Effect: Legion Support Squad (Firewing Enigmatus Cadre) may be purchased at a 20% discount. During mission preparation, the Legionaries must select up to three specific Elite, Master, or Vehicle-class enemies as Priority Targets. The Legionaries and allied Strategic Assets increase ranged and melee weapon damage by their Intelligence Bonus if an Elite or Master-Class enemy, or ranged and melee weapon penetration by their Intelligence Bonus if a Vehicle enemy, when engaging these Priority Targets. When engaged in melee with a Priority Target, the Legionaries and allied Strategic Assets may perform one additional attack in melee combat, stacking with talents that grant additional attacks. Legionaries and allied Strategic Assets are equipped with Stummers and Camo-Cloaks.
Free Assets Provided: One Legion Support Squad (Firewing Enigmatus Cadre) Strategic Asset.
Requirements: Legionary must possess the Scion of the Hexagrammaton (Firewing) talent. Fortification

and Non-Legiones Astartes Strategic Assets may not be purchased. If any Priority Targets survive the mission in any way, then the Legionaries are considered to have failed the mission, regardless of the completion status of other objectives, and lose 5 Renown in addition to any other consequences of failure the GM may determine.

Rite: Maru Skara
Legion: Emperor's Children
Effect: The Legionaries and allied Strategic Assets may move an additional value equal to their agility bonus, or tactical speed if a vehicle, during the first round of combat. One Strategic Asset must be declared the "Hidden Blade," and is concealed separate from the Legionaries, such as by Drop Pod Assault or off to the side, outside the battle. When summoning this asset with a Command Test, attacks by this asset during the round in which it arrives are treated as being a Surprise attack.
Free Assets Provided: None.
Requirements: Immobile Strategic Assets, such as Tarantula batteries, may not be selected. This Rite can only be taken if at least one Legionary is a Consul Champion.

Rite: Third Company "Elite"
Legion: Emperor's Children
Effect: Legion Support Squad (Kakophoni) may be purchased at a 20% discount. All Legion Support Squad (Kakophoni) gain the Auto-Stabilized trait. The Legionaries and Power-Armored Legiones Astartes Infantry Strategic Assets are equipped with Sonic Shriekers at no additional cost.
Free Assets Provided: One Legion Support Squad (Kakophoni)
Requirements: Traitor Only. Non-Legiones Astartes Strategic Assets may not be purchased. Only freaks can join the freakshow.

Rite: Hammer of Olympia
Legion: Iron Warriors
Effect: Legionaries may perform a Semi-Auto or Full-Auto Burst as part of a Charge action, but this is performed at a -20 penalty instead of the normal bonus, and the charge attack gains no bonus to Weapon Skill. Allied Vehicle Strategic Assets ignore results of 1, 2, and 3 on the critical table.
Free Assets Provided: One Predator variant, Deimos Predator variant, Sicaran variant, Land Raider variant, or Spartan. One Legion Tactical Squad.
Requirements: The number of Ground Vehicle Strategic Assets purchased must exceed the number of Skimmer Strategic Assets purchased. This Rite can only be taken if at least one Legionary is a Consul Siege Breaker or Praetor Warsmith.

Rite: Ironfire
Legion: Iron Warriors
Effect: Weapons the Legionaries possess, as well as Artillery Strategic Assets, scatter half the distance on a miss. When within 15m of the final location of an artillery barrage from an Artillery or Bombardment Strategic Asset, the Legionaries and allied Strategic Assets gain the Fearless talent until the start of their next round.
Free Assets Provided: One Legion Basilisk, Medusa, Whirlwind, or Whirlwind Scorpius. One Legiones Astartes Whirlwind Scorpius Barrage Strategic Asset.
Requirements: Legionaries may not select or perform Defense-pattern Squad Modes.

Rite: Chogorian Brotherhood
Legion: White Scars
Effects: Legion Support Squads with Scimitar Jetbikes or Outrider Attack Bikes may be purchased at a 50% discount. Infantry assets not mounted on Scimitar Jetbikes or Outrider Attack Bikes must purchase a Transport. All Strategic Assets mounted on Scimitar Jetbikes, Outrider Attack Bikes, or otherwise contain no Heavy or Mounted weaponry gain the Hit and Run Talent.
Free Assets Provided: One Scimitar Jetbike or Outrider Attack Bike per Legionary. One Legion Support Squad with Scimitar Jetbikes.
Requirements: The number of non-Infantry Assets cannot outnumber Jetbike or Outrider Assets. Assets not embarked on a Jetbike, Outrider Attack Bike, or Transport vehicle must Deep Strike onto the battlefield via drop pod, Teleportarium, or other method.

Rite: Sagyar Mazan
Legion: White Scars
Effect: The Legionaries and all Assets gain the Fearless talent. Whenever an Asset is completely destroyed, or a Legionary is killed or forced to burn a Fate point, roll 1d10. On a 9+, the Legionaries gain a point of Renown.

Free Assets Provided: None.
Requirements: The number of Vehicle or Flyer Assets cannot outnumber Infantry Assets. This Rite of War may only be used by Loyalists in games set during the Age of Darkness rather than the Great Crusade, as it represents Legionaries who seek atonement in death.

Rite: Pale Hunters
Legion: Space Wolves
Effect: Command Tests to summon additional assets gain a +10 bonus. All Legiones Astartes Infantry Strategic Assets not equipped with Terminator Armor gain the Hit and Run talent, and move their Charge distance when disengaging. When a Legionary performs a Charge Action against an enemy already engaged in melee with an allied Strategic Asset, they may perform one additional attack as part of the charge, stacking with talents that grant additional attacks.
Free Assets Provided: Legion Support Squad (Deathsworn Pack)
Requirements: Artillery Vehicle or Artillery Barrage Strategic Assets may not be purchased. A maximum of one Vehicle strategic asset may be purchased.

Rite: The Bloodied Claws
Legion: Space Wolves
Effect: Legion Tactical Squad (Grey Slayers) may be purchased at a 20% discount. Legion Tactical Squad (Grey Slayers) and Legion Support Squads (Assault Marines) gain the Brutal Charge Trait and Berserk Charge Talent, but must charge the nearest enemy they are able to harm if one is in range. Once per encounter, the Legionaries and allied Strategic Assets may perform the Charge Action with their Run Speed.
Free Assets Provided: One Legion Tactical Squad (Grey Slayers).
Requirements: Artillery Vehicle, Artillery Barrage, and Artillery Strategic Assets may not be purchased.

Rite: Stone Gauntlet
Legion: Imperial Fists
Effect: Legion Support Squad (Phalanx Warders) may be purchased at a 20% discount. Legionaries adjacent to at least two other Legionaries at the start of the round who are wielding Boarding Shields or Vigil-Pattern Storm Shields increase their base Toughness Bonus by 1, and gain the benefits of the Thunder Charge talent. This also applies to Legion Support Squad (Breacher Marines and Phalanx Warders).
Free Assets Provided: One Legion Support Squad (Breacher Marines)
Requirements: Strategic Assets may not be held in Reserve. Infantry Strategic Assets must outnumber Vehicle and Artillery Strategic Assets.

Rite: Hammerfall Strike Force
Legion: Imperial Fists
Effect: Legion Support Squad (Phalanx Warders) may be purchased at a 20% discount. The Legionaries and allied Strategic Assets gain the use of an allied Teleportarium, which may be used to deploy the Legionaries or allied Strategic Assets into the fight. Strategic Assets teleporting into battle impose a penalty of -20 to enemy Ballistic Skill tests, and enemies within 30m must make a Very Hard (-30) Toughness Test or be blinded as if by a Nova Grenade.
Free Assets Provided: One Legion Support Squad (Phalanx Warders)
Requirements: Vehicle assets purchased must be held in Reserve.

Rite: Terror Assault
Legion: Night Lords
Effect: Legion Support Squad (Terror Squads) may be purchased at a 20% discount. When attacking under cover of darkness, the Legionaries and allied Strategic Assets gain +5 to their Initiative results, and increase the distance they are able to Run by their Agility bonus. The Legionaries and Infantry Strategic Assets may purchase Dreadclaw Drop Pods at a 50% discount.
Free Assets Provided: One Legion Support Squad (Terror Squad)
Requirements: A maximum of one Ground Vehicle Strategic Asset may be purchased.

Rite: Horror Cult
Legion: Night Lords
Effect: Legion Support Squad (Night Raptors) may be purchased at a 20% discount. The Legionaries and

allied Strategic Assets are equipped with Trophies of Judgement at no additional cost. The Legionaries and Legiones Astartes Infantry Strategic Assets may purchase Kharybdis Assault Claws at a 50% discount.
Free Assets Provided: One Legion Support Squad (Night Raptors)
Requirements: Legiones Astartes Infantry Strategic Assets must charge the nearest enemy they are able to harm if one is in range. This Rite of War may only be used by Traitors in games set during the Age of Darkness rather than the Great Crusade.

Rite: The Swift Blade
Legion: Night Lords
Effect: Legion Support Squad (Outrider Attack Bikes) may be purchased at a 20% discount. Instead of selecting a Squad Leader, each Legionary may always perform the actions of a Squad Leader. The Legionaries may not perform an Oath, but all Legionaries and allied Strategic Assets may perform the Charge Action with their Run Speed, and gain the Hatred (Loyalists) talent. Legionaries count as an additional three Legionaries for the purposes of outnumbering during the Talent for Murder Squad Mode, stacking with effects such as Terminator Armor or Dreadnought entombment.
Free Assets Provided: One Legion Support Squad (Outrider Attack Bike)
Requirements: Legiones Astartes Infantry Strategic Assets must be mounted on Bikes or Jetbikes. Ground Vehicle strategic Assets may not be purchased unless they possess a Tactical Speed of 25m or greater. Non-Legiones Astartes Assets, Fortification Assets, Automated Defense Assets, or Super-Heavy Assets may not be purchased. This Rite of War may only be used by Traitors in games set during the Age of Darkness rather than the Great Crusade.

Rite: The Cross of Bone
Legion: Night Lords
Effect: Legion Support Squad (Contekar Squad) may be purchased at a 20% discount. When engaged in melee combat with enemies without ganging up alongside a fellow Legionary, the Legionaries may perform one additional attack in melee combat, stacking with talents that grant additional attacks. The bonus is retained if the Legionary charges alongside an allied Strategic Asset. If at least one Master-Class enemy is slain by the Legionaries, an additional 1 Renown is granted at the conclusion of the mission.
Free Assets Provided: One Legion Support Squad (Contekar Squad)
Requirements: After slaying an enemy in melee combat, the Legionary must immediately perform a Half-Move as a Free Action towards the nearest enemy, whether or not he is able to harm them.

Rite: The Bloodied Gauntlet
Legion: Night Lords
Effect: The Legionaries and allied Strategic Assets are immune to Fear and Pinning, and may reroll failed Weapon Skill tests during the first round of each combat. If all Strategic Assets are destroyed at the conclusion of the mission, the Legionaries gain 1d5 additional Renown.
Free Assets Provided: Two Legion Tactical Squads
Requirements: Non-Legiones Astartes Assets, and Legiones Astartes Assets with Terminator Armor, may not be purchased. Ground Vehicle strategic Assets may not be purchased unless they do not possess a transport capacity.

Rite: Day of Revelation
Legion: Blood Angels
Effect: Jump-Pack equipped Assets and Legionaries are equipped with Drop Pods at no additional cost, and no Command test is needed to summon them. All Deep-Striking Assets and Legionaries arrive at the same time as opposed to one per round, and gain the benefit of concealment via Fog/Mist/Shadow (Deathwatch P. 248) the round they arrive. All ranged weapons carried by Infantry Assets, Jump Infantry Assets, and Legionaries gain Pinning during the round they arrive. All Infantry Assets, Jump Infantry Assets, and Legionaries gain +5 to their Initiative results.
Free Assets Provided: One Legion Support Squad (Assault Marines) with Drop Pod, One Xiphon

Interceptor Support Asset.
Requirements: Legionaries, if Challenged by Master-class enemies in 1v1 Challenge combat, must accept. No Legionary may assist in a 1v1 Challenge combat. Fortification Assets, Automated Defense Assets, or Super-Heavy Assets may not be selected.

Rite: Day of Sorrows
Legion: Blood Angels
Effect: All Legionaries and Strategic Assets gain the benefits of the Last Man Standing talent. Enemy Hordes testing for breaking or Fear against Legionaries and Strategic Assets in melee suffer an additional -10 penalty to their Willpower test. When a Legionary is reduced to below 50% of his wounds, or an Asset is reduced to 50% Magnitude, they may make a Hard (-20) Toughness test as a Reaction every time further wounds or Magnitude damage is suffered. If successful, the Legionary may apply his unmodified toughness bonus again to the damage taken, possibly negating it entirely, while Assets can reduce Magnitude damage by 1d5, possibly negating it entirely.
Free Assets Provided: None.
Requirements: Unless within 10m of an Objective, all Legionaries and Assets must charge into melee combat if in range. Assets suffering greater than 50% Magnitude damage at the end of a mission count as Destroyed.

Rite: Head of the Gorgon
Legion: Iron Hands
Effect: Legionaries and allied Strategic Assets ignore the penalty to Fear tests, and Hordes ignore penalties to Break tests, during the first round of combat. Legionary Heavy Support Squads may be equipped with Graviton Guns. Vehicles and Vehicle Strategic Assets are equipped with Blessed Autosimulacra at no additional cost. Infantry Assets may be equipped with a Land Raider Proteus or a Land Raider at a 50% discount, and Legio Cybernetica Assets may be purchased at a 25% discount.
Free Assets Provided: One Ground Vehicle of the Legionaries' choice for personal use. One Legio Cybernetica Castellax Battle Automata Maniple.
Requirements: A maximum of one Skimmer Strategic Asset may be purchased.

Rite: Company of Bitter Iron
Legion: Iron Hands
Effect: Legion Support Squad (Medusan Immortals) may be purchased at a 20% discount. The Legionaries and allied Strategic Assets gain the Hatred (Emperor's Children, Iron Warriors, Night Lords, World Eaters, Death Guard, Thousand Sons, Sons of Horus, Word Bearers, Alpha Legion). Legionaries and allied Legion Support Squad (Medusan Immortals) Strategic Assets ignore the penalty to Fear tests, and Hordes ignore penalties to Break tests.
Free Assets Provided: One Legion Support Squad (Medusan Immortals)
Requirements: This Rite of War may only be used by Loyalists in games set during the Age of Darkness rather than the Great Crusade.

Rite: Berserker Assault
Legion: World Eaters
Effect: The Legionaries and Legiones Astartes Infantry Strategic Assets gain the benefits of the Hatred (Everything) talent. Legionaries and Strategic Assets reroll failed pinning tests, and may add their Agility bonus to their Charge speed.
Free Assets Provided: One Legion Tactical Squad, One Legion Support squad (Rampagers)
Requirements: The number of Vehicle or Flyer Assets cannot outnumber Infantry Assets. This Rite cannot be used if a Legionary is a Consul Librarian.

Rite: Crimson Path
Legion: World Eaters
Effect: The Legionaries and Legiones Astartes Infantry Strategic Assets may make a Challenging (+0) Toughness test as a Reaction every time wounds or Magnitude damage are suffered. If successful, the Legionary may apply his unmodified toughness bonus again to the damage taken, possibly negating it entirely, while Assets can reduce Magnitude damage by 1d5, possibly negating it entirely. The Legionaries gain the Regeneration (Unmodified Toughness Bonus) trait, and gain +10 to the Toughness test to trigger this trait.
Free Assets Provided: None.
Requirements: Immobile Strategic Assets, such as Tarantula batteries, may not be selected. The Renown penalty for failing a Primary or Secondary mission objective is doubled.

Rite: Logos Lectora
Legion: Ultramarines
Effect: The Squad Leader may select one of the following effects to apply to the other Legionaries, Infantry Strategic Assets, and Dreadnought Talon Assets at the start of the round. He may select a new effect at the start of the following round.

Full March: When executing a move action of any type, the Legionary or Asset may move an additional distance equal to their Agility bonus.
Hold Fast: If a Legionary or Asset that remained stationary through their round is the target of an enemy Charge Action (or the enemy walks into

melee with them), they may perform the Suppressive Fire action against the charging enemy with a single weapon of their choice. If a Legionary or Asset cannot use the Suppressing Fire action (single shot weapon, for instance) they may make a Standard single shot attack at a -20 penalty.
Retribution Strike: The Legionary or Asset gains the Counter-Attack Talent. If the Legionary or Asset already possesses the Counter-Attack talent, they suffer no penalty to the Weapon Skill test, and may Counter-Attack with a weapon that was not the parrying weapon.

Free Assets Provided: One Damocles Command Rhino, one Legion Tactical Squad.
Requirements: The number of Vehicle or Flyer Assets cannot outnumber Infantry Assets. Assets may not be held in Reserve – they must be deployed on the field.

Rite: Vigil Opertii Mission
Legion: Ultramarines
Effect: Non-Legiones Astartes, non-Legio Cybernetica Infantry Assets may be purchased at a 40% discount. The Legionaries and Infantry assets are equipped with stummers and camo-cloaks at no additional cost, as well as training in Concealment and Move Silently if they did not already possess it. Once per mission deployment, purchased Infantry Assets may attempt to complete a Secondary or Tertiary objective for the Legionaries with a successful Loyalty test, gaining +10 to the test for every Infantry Asset assigned to the object after the first.
Free Assets Provided: One Excertus Imperialis Reserve company with Stummers, cameo-line cloaks, and Sniper Rifles instead of Lasguns.
Requirements: This Rite of War may only be used by Loyalists in games set during the Age of Darkness rather than the Great Crusade. There is no restriction for games set during the Great Crusade. This Rite can only be taken if at least one Legionary is a Consul Vigilator.

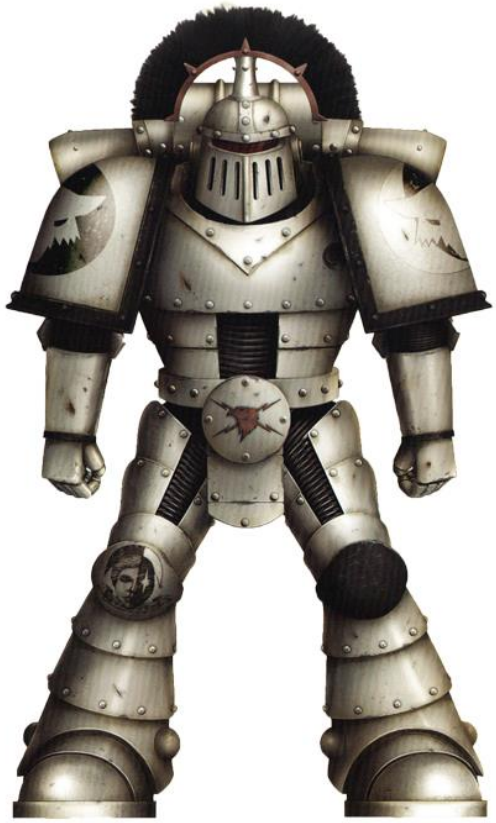
Rite: The Reaping
Legion: Death Guard
Effect: Legion Support Squad (Tactical Marines) and Legion Heavy Support Squad Strategic Assets may be purchased at a 20% discount. The Legionaries and strategic assets ignore the effects of difficult and arduous terrain. The Legionaries and allied Strategic Assets are equipped with Rad Grenades at no additional cost.
Free Assets Provided: One Legion Support Squad (Tactical Marines)
Requirements: Legionaries and Strategic Assets may not perform the Run action or the Floor It vehicle action. Assets may not be held in Reserve – they must be deployed on the field. A maximum of one Skimmer Strategic Asset may be purchased.

Rite: Creeping Death
Legion: Death Guard
Effect: Legionaries and Strategic Assets gain the benefit of concealment via Fog/Mist/Shadow as long as there is no enemy within 30m. Barrage Strategic Assets and Artillery vehicles may replace their normal damage and qualities with Phosphex Bombs, but retaining the original weapon's Blast quality. Frag Grenades and Missiles used by the Legionaries and Legion Heavy Support Squads gain the Toxic quality.
Free Assets Provided: One Legion Support Squad (Grave Wardens)
Requirements: This Rite of War may only be used by Traitors in games set during the Age of Darkness rather than the Great Crusade. This Rite can only be taken if at least one Legionary is a Consul Siege Breaker.

Rite: Axis of Dissolution
Legion: Thousand Sons
Effect: Legionaries and Strategic Assets ignore the effects of Fear and Pinning when within 15m of an Objective. If a Legionary or Asset that remained stationary through their round is the target of an enemy Charge Action (or the enemy walks into melee with them), they may perform the Suppressive Fire action against the charging enemy with a single weapon of their choice. If a Legionary or Asset cannot use the Suppressing Fire action (single shot weapon, for instance) they may make a Standard single shot attack at a -20 penalty. Legionaries and Strategic Assets may reroll failed Weapon Skill tests, Ballistic Skill tests, and Damage against enemies who are falling back due to the Pinning quality of weapons.
Free Assets Provided: None.
Requirements: The number of Vehicle or Flyer Assets cannot outnumber Infantry Assets.

Rite: Guard of the Crimson King
Legion: Thousand Sons
Effect: Legion Support Squad (Sekhmet Terminator Cabals) may be purchased at a 20% discount. The Legionaries an allied Strategic Assets gain a +10 bonus to Focus Power tests. The Legionaries and allied Strategic Assets gain the use of an allied Teleportarium, which may be used to deploy the Legionaries or allied Strategic Assets into the fight. Legionaries and Strategic Assets teleporting into battle gain the Fear (1) trait and may reroll failed

defensive field rolls for the first round of combat.
Free Assets Provided: One Legion Support Squad (Sekhmet Terminator Cabal)
Requirements: This Rite can only be taken if the Thousand Sons Praetor possesses a Psy Rating of 6 or greater. The number of Vehicle or Flyer Assets cannot outnumber Infantry Assets.



Rite: The Black Reaving
Legion: Sons of Horus
Effect: Legion Support Squad (Reaver Attack Squads) may be purchased at a 20% discount. The Legionaries and Legion Support Squad (Justaerin Terminators) gain the use of an allied Teleportarium, which may be used to deploy them into the fight. Non-Vehicle Strategic Assets deployed from Reserve may move an additional distance equal to their Agility bonus during the turn they arrive. When a Legionary performs a Charge Action against an enemy already engaged in melee with an allied Strategic Asset, they may perform one additional attack as part of the charge, stacking with talents that grant additional attacks.
Free Assets Provided: One Legion Support Squad (Reaver Attack Squad)
Requirements: This Rite can only be taken if at least one Legionary is a Consul Master of Signal. When purchasing Vehicles and Vehicle Assets, the number of Skimmer Assets purchased must outnumber Ground Vehicle assets purchased.

Rite: The Long March
Legion: Sons of Horus
Effect: All Strategic Assets may be purchased at a 20% discount. The Squad Leader may select one of the following effects to apply to the other Legionaries, Infantry Strategic Assets, and Dreadnought Talon Assets at the start of the round. He may select a new effect at the start of the following round.

Gain the Auto-Stabilized Trait.
Move an additional distance equal to Agility bonus when executing a move action of any kind.
Inflict 1d5 additional damage to enemy Hordes per melee attack.
Free Assets Provided: None.
Requirements: This Rite of War may only be used by Traitors in games set during the Age of Darkness rather than the Great Crusade.

Rite: The Dark Brethren
Legion: Word Bearers
Effect: The Legionaries and allied Infantry Strategic Assets gain the Hatred (Dark Angels, White Scars, Space Wolves, Imperial Fists, Blood Angels, Iron Hands, Ultramarines, Salamanders, Raven Guard) talent. The Squad Leader selects one allied Strategic Asset, and rolls 1d10. On a 1-5, enemies may reroll failed Weapon Skill and Ballistic Skill tests against this Strategic Asset. On a 6-10, this Strategic Asset may reroll failed Weapon Skill and Ballistic Skill tests against enemies. Enemies who generate Perils of the Warp results automatically suffer the Destruction result. Daemons may be purchased as Strategic Assets for 50 Requisition – treat these as a Magnitude 20 Horde of Bloodletters, Daemonettes, Pink Horrors, or Plague Bearers.
Free Assets Provided: None.
Requirements: This Rite of War may only be used by Traitors in games set during the Age of Darkness rather than the Great Crusade. A maximum of one Vehicle or Vehicle Strategic Asset may be selected.

Rite: Last of the Serrated Sun
Legion: Word Bearers
Effect: Legion Support Squad (Gal Vorbak Dark Brethren) may be purchased at a 20% discount. The Legionaries and Legion Support Squad (Gal Vorbak Dark Brethren) may purchase Drop Pods or Dreadclaw Drop Pods at a 50% discount. All other Infantry Strategic Assets may purchase a Drop Pod at a 25% discount. Enemies within 30m of the final location of an allied Drop Pod or Dreadclaw Drop

Pod must make a Hard (-20) Pinning test at the start of their turn.
Free Assets Provided: One Legion Support Squad (Gal Vorbak Dark Brethren)
Requirements: Immobile Strategic Assets, such as Tarantula batteries, may not be selected. Infantry Assets not within Drop Pods must purchase a Flyer Transport.

Rite: Covenant of Fire
Legion: Salamanders
Effect: Legion Support Squad (Pyroclasts) may be purchased at a 20% discount. Vehicle Strategic Assets possess a PR35 defensive field, that does not overload normally, against Melta, Volkite, Plasma, and Flamer class weapons, as well as Melta Bombs. Meltaguns, Multi-Meltas, and Inferno Pistols wielded by the Legionaries or Strategic Assets are Master-Crafted. The Legionaries and allied Strategic Assets ignore the effects of difficult and arduous terrain.
Free Assets Provided: One Legion Support Squad (Pyroclasts)
Requirements: Strategic Assets cannot be held in reserve. The number of Vehicle or Flyer Assets cannot outnumber Infantry Assets.

Rite: Awakening of Fire
Legion: Salamanders
Effect: The Legionaries and allied Strategic Assets gain the Fear (1) trait, or increase their Fear Rating by 1. Consul Librarians gain access to the following Psychic Power, Fury of the Salamander.

FURY OF THE SALAMANDER
Action: Full Action
Focus Power: Hard (–20) Willpower
Range: 60m
Sustained: No
Description: With the disappearance of Vulkan after the Drop Site Massacre and his magical adventures in Imperium Secundus, the Promethean Cult was left wondering what the fuck to do. They realized they could channel their home world's elemental power against their enemies. Good trade.

Fury of the Salamander is a Psychic Bolt. The Librarian designates a point within 60m, and makes a Focus Power test. If successful, the Librarian draws a line from his origin to the power's maximum range. EVERYTHING under this line, including the space taken by the blast quality, is hit. This power inflicts 2d10E damage, +2 per Psy Rating, with a Penetration of 15 and the Blast (1) and Elemental Horror quality.

Elemental Horror: Enemies struck by this power must immediately make a Fear test, at a penalty equal to 5x the number of wounds suffered, after accounting for Armor and Toughness.

Free Assets Provided: None.
Requirements: This Rite can only be taken if at least one Legionary is a Consul Chaplain. A maximum of one each of the following Strategic Assets may be selected - Vehicle, Jetbike, Flyer, and Legion Support Squad (Assault Marines).

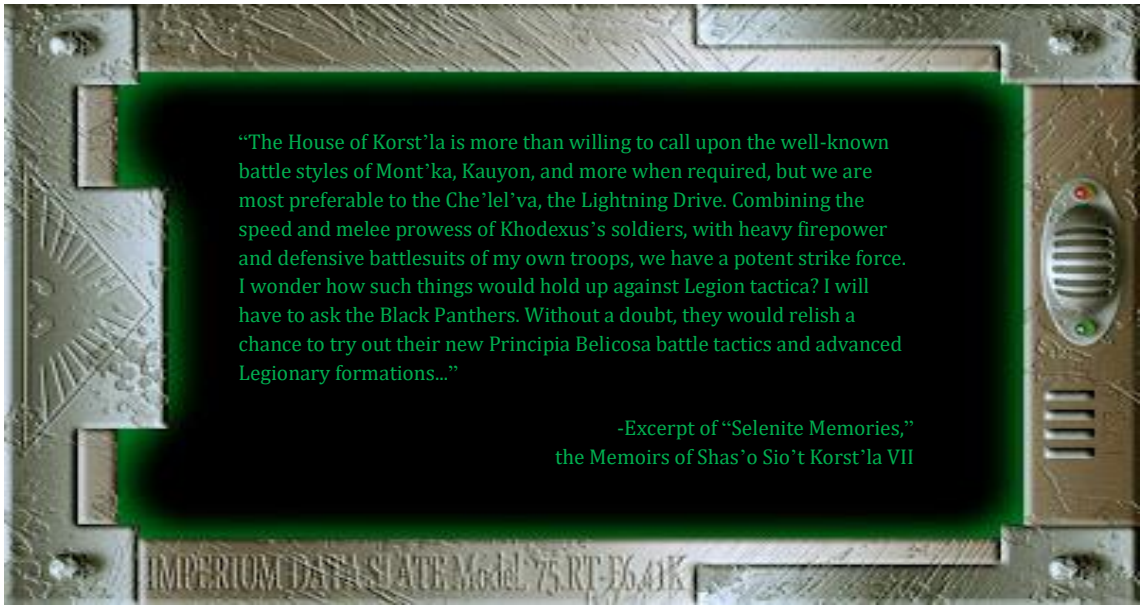
Rite: Decapitation Strike
Legion: Raven Guard
Effect: Legionaries and allied Infantry Strategic Assets may reroll failed Weapon Skill and Ballistic Skill tests against Master-level enemies. The Legionaries may reroll Initiative rolls. Infantry Assets may purchase Drop Pods at a 50% discount.
Free Assets Provided: One Legion Support Squad (Mor Deythan Strike Squad)
Requirements: A maximum of one Vehicle or Vehicle Strategic Asset may be selected.

Rite: Liberation Force
Legion: Raven Guard
Effect: At the start of the mission, the Legionaries may declare a specific Master-level enemy their target, and when the Legionaries slay this target, they gain an additional 1d5 Renown at the conclusion of the mission. At the start of his turn, the Squad Leader may declare all Legionaries and allied Infantry Strategic Assets gain the effects of the Fearless trait, and reroll failed Weapon Skill tests when charging until the start of his next turn. Non Legiones Astartes Infantry Strategic Assets gain the Fearless talent when within 15m of an allied Legionary.
Free Assets Provided: One Legion Support Squad (Dark Fury Assault Squad)
Requirements: Immobile Strategic Assets, such as Tarantula batteries, may not be selected. This Rite of War may only be used by Loyalists in games set during the Age of Darkness rather than the Great Crusade. There is no restriction for games set during the Great Crusade.

Rite: The Coils of the Hydra
Legion: Alpha Legion

Effect: Enemies suffer a -10 penalty to Command Tests to summon Strategic Assets. The Legionaries add +5 to, and may reroll, Initiative rolls. A single special Legion Support Squad Strategic Asset may be purchased at a 50% discount, consisting of a Legion-specific unit from any of the eighteen Legions. For example, one may select Legion Support Squad (Firedrake Terminators) or Legion Support Squad (Iron Havocs).
Free Assets Provided: One Legion Support Squad (Tactical Squad) with Rhino.
Requirements: Infantry Strategic Assets must purchase a Transport or Drop Pod.

Rite: Headhunter Leviathal
Legion: Alpha Legion
Effect: Legion Support Squad (Headhunter Kill Teams) may be purchased at a 20% discount. If at least one Legionary's initiative roll beats all enemies' initiative rolls, the Legionaries and allied Strategic Assets treat the first round of combat as a Surprise Round. During the first round of combat, enemies attempting to perform ranged attacks against the Legionaries must make a Challenging (+0) Willpower test. If they fail this test, they may not perform Ranged Attacks, unless one of the Legionaries attacked them first. Melee is unaffected.
Free Assets Provided: One Legion Support Squad (Headhunter Kill Team)
Requirements: Vehicle Strategic Assets must be held in Reserve. Non Legiones Astartes Strategic Assets may not be taken. At the start of the mission, the Legionaries must declare a specific Master-level enemy their target – if the Legionaries fail to kill this target, they lose 1d5 points of Renown at the conclusion of the mission.


"The House of Korst'la is more than willing to call upon the well-known battle styles of Mont'ka, Kauyon, and more when required, but we are most preferable to the Che'lel'va, the Lightning Drive. Combining the speed and melee prowess of Khodexus's soldiers, with heavy firepower and defensive battlesuits of my own troops, we have a potent strike force. I wonder how such things would hold up against Legion tactica? I will have to ask the Black Panthers. Without a doubt, they would relish a chance to try out their new Principia Belicosa battle tactics and advanced Legionary formations..."
-Excerpt of "Selenite Memories,"
the Memoirs of Shas'o Sio't Korst'la VII
IMPERIUM DATA SLATE Model 75.RT-E6.41K

Advanced Legion Specialties

"If tales of the Crusade are true, the number of enemies exterminated or brought to Compliance were nearly as numerous as the number of star systems visited, and each had their own way of making war. Each required different tools to hunt them. The Khan teaches us this, so we may always choose the appropriate weapon to strike down the prey cleanly."

-Temur Ganbataar, Praetor of the White Scars, considers applications of the Principia Belicosa.

While every Legion was perfectly capable of fighting in "set piece battles" consisting of line troops supported by armor, artillery, and aircraft, as the Great Crusade pressed on each legion would gradually begin to refine and improve upon troop formations and stratagems they favored. Legions who favored stealth and assassination, such as the Alpha Legion and Raven Guard, would begin to field dedicated units of headhunters and recon specialists, while legions who preferred straight up fights, such as the World Eaters, would equip the nails-maddened Rampagers with brutal chainaxes and send them directly into the fight. Other Legions would even attempt to improve upon the refinements of others, such as the Ultramarines, but for all of the superiority of these Ultramarine copies, they would be forever that – copies. Though Roboute Guilliman could make anything better, he would always lack a creative spark, and the idea for such units in the first place would never come to him.

If a Legionary meets the prerequisites for an Advanced Specialty, they may discuss with their GM the process of entering into the new rank. Unlike normal Advanced Specializations, most of these (with some exceptions) do not cost experience to enter, but they also do not grant special abilities on entry. Each Advanced Specialization will have at least one unique talent that can be purchased, representing the Legion's specialization distilled into a single ability.

Each Legionary is limited to a single Advanced Legion Specialty. Taking an Advanced Legion Specialty will not, however, prevent a Legionary from entering Terminator, Nullificator, Consul or Praetor ranks, as the greatest of the Legion's commanders were often drawn from the ranks of its specialists and veterans. Some Legions are not represented here, either because they did not possess certain types of Advanced Legion Specialties (such as the Death Guard, whose specialties are both Terminators), and will be updated as new material is released.

Some may note that in many Advanced Legion Specialties, skills and talents may be duplicated from the base Legion. This is intentional, for a single reason – the Alpha Legion. Since those guys can enter any Advanced Legion Specialty, they can also nick the skills and talents unique to that Legion, though never their squad and solo modes. It helps them blend in, after all. As a result, the special abilities available will sometimes be far more valuable to a Legionary than the skills listed within.

Deathwing Companion Oathbearer

Longest-serving veterans of the Deathwing, the Companions undertake the most stringent oaths to ensure the survival of those they guard. Companions who take a deathblow in place of another and survive the ordeal are granted the right to wear bone-white armor in service to the Legion, a tradition that would persist over ten thousand years.

Requirements: Rank 4 or more
Standard Issue Wargear: Cytheron-Pattern Aegis, Artificer Armor with Refractor Field and Terranic Greatsword or Calibanite War Blade OR Terminator Armor (Player's Choice of Cataphractii or Tartaros) with one Twin-Linked Bolter (pattern of the player's choice) and Terranic Greatsword or Calibanite War Blade or Thunder Hammer.
Legion: Dark Angels with Scion of the Hexagrammaton (Deathwing) talent

Deathwing Companion Oathbearer Advances

Advance	Cost	Type	Prerequisites
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Parry	200	Skill	
Parry +10	400	Skill	Parry
Parry +20	400	Skill	Parry +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Call to Vengeance	800	Talent	Fel 40
Combat Master	600	Talent	WS 30
Guardian	500	Talent	Ag 40
Sound Constitution (x5)	500	Talent	
Swift Attack	600	Talent	WS 35
Deathsworn Companion	500	Talent	Guardian
Grim Resolve	1000	Talent	Guardian
Shield of the Righteous	1000	Talent	

New Talents

Deathsworn Companion

Enemies may not target the Legionary or allies within support range with the Called Shot action. In addition, when the Legionary utilizes the Guardian talent to switch places with and take damage for an ally, he no longer sacrifices his actions for the next round.

Grim Resolve

If Heavily Wounded, the Legionary may roll 1d10 for every hit received after accounting for defensive fields and reactions. On an 8+, that hit is ignored. If Critically Wounded, then hits are ignored on a 6+ instead. Damage is then resolved as normal.

Shield of the Righteous

So long as the Legionary is visible to an enemy, enemies must attack the Legionary unless they can pass a Challenging (+0) Willpower Test. Hordes that fail the Willpower Test must allocate at least one attack to the Legionary if possible.

Firewing Enigmatus

The Firewing exist to prosecute a swift and silent style of war, smothering the enemy's ability to resist, steal their will to fight, and gain key intelligence to turn a battle. Operating in small elite units, the Firewing Enigmatus are the hunter-killer shock troops of the Firewing, armed with the finest weapons and equipment available, to eliminate enemy leadership deemed dangerous enough by the Lion to warrant direct attention in the most dangerous way possible – direct melee confrontation.

Requirements: Rank 4 or more
Standard Issue Wargear: Calibanite Charge Blade, Needle Pistol, 3 Blind Grenades, Enigmatus Jump Pack
Legion: Dark Angels with Scion of the Hexagrammaton (Firewing) talent

Firewing Enigmatus Advances

Advance	Cost	Type	Prerequisites
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Security	200	Skill	
Security +10	400	Skill	Security
Security +20	400	Skill	Security +10
Tracking	200	Skill	
Tracking +10	400	Skill	Tracking
Tracking +20	400	Skill	Tracking +10
Crack Shot	500	Talent	BS 40
Crippling Strike	500	Talent	WS 50
Swift Attack	500	Talent	WS 35
Lightning Attack	500	Talent	Swift Attack
Killing Strike	600	Talent	
Sure Strike	500	Talent	WS 30
Rising Choler	1000	Talent	

New Talents

Rising Choler

When the Legionary is Lightly Damaged, he may perform one additional attack in melee combat, stacking with talents that grant additional attacks. When the Legionary is Heavily Damaged, he may instead perform two additional attacks in melee combat, stacking with talents that grant additional attacks. When the Legionary is Critically Damaged, the Legionary's melee weapons gain the Murderous Strike quality.

Dreadwing Interemptor Praefectus

Among the Dreadwing, the Interemptors are held in whispered awe and horror, for they, above even the ranks of the Destroyers, are singularly dedicated to the utter annihilation of the enemy. They take no trophies, tell no tales, and leave behind no trace of those conquered – those they kill are forgotten forever. They are the final curse for those who would oppose the First Legion.

Requirements: Rank 4 or more
Standard Issue Wargear: Plasma Burner, three Rad Grenades, two Phosphex Bombs
Legion: Dark Angels with Scion of the Hexagrammaton (Dreadwing) talent

Dreadwing Interemptor Praefectus Advances

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Chem Use +10	400	Skill	Chem Use
Chem Use +20	400	Skill	Chem Use +10
Demolition	200	Skill	
Demolition +10	400	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Cleanse and Purify	500	Talent	
Jaded	500	Talent	WP 30
True Grit	500	Talent	T 40
Resistance (Radiation)	500	Talent	
Duty unto Death	600	Talent	WP 45
Decimator Protocols	800	Talent	
Curse of Dead Worlds	1000	Talent	

New Talents

Decimator Protocols

When the Legionary slays an enemy with a Rad, Irad, Flame, or Plasma Weapon, the weapon continues to inflict its damage in a radius equal to half the Legionary's Intelligence Bonus in meters, rounding down, for a number of rounds equal to the Legionary's Intelligence Bonus.

Curse of Dead Worlds

When performing a ranged or melee attack of any kind against an enemy with a Defensive Field, the Legionary reduces the potency of the Defensive Field the enemy possesses by a value equal to 5 times the Legionary's Intelligence Bonus, to a minimum of PR20.

Ravenwing Marshal

Members of the wing most changed by the arrival of the Lion, the Ravenwing descends from the Calibanite Order of the Raven, who had trained the fiercest mounted warriors. Their legacy continues, horses supplanted with attack bikes, jetbikes, and fast armored vehicles such as Sabres. The mavericks of the Ravenwing were often those most eager to form their own legend, away from the stuffiness of the other five Wings.

Requirements: Rank 4 or more
Standard Issue Wargear: Outrider Attack Bike OR Scimitar Jetbike OR Estoc Jetbike, Calibanite War Blade
Legion: Dark Angels with Scion of the Hexagrammaton (Ravenwing) talent

Ravenwing Marshal Advances

Advance	Cost	Type	Prerequisites
Drive (Ground Vehicle)	200	Skill	
Drive (Ground Vehicle) +10	400	Skill	Drive (Ground Vehicle)
Drive (Ground Vehicle) +20	400	Skill	Drive (Ground Vehicle) +10
Drive (Skimmer)	200	Skill	
Drive (Skimmer) +10	400	Skill	Drive (Skimmer)
Drive (Skimmer) +20	400	Skill	Drive (Skimmer) +10
Navigate (Surface)	200	Skill	
Navigate (Surface) +10	400	Skill	Navigate (Surface)
Navigate (Surface) +20	400	Skill	Navigate (Surface) +10
Hard Target	500	Talent	Ag 40
Lightning Reflexes	500	Talent	
Rapid Reaction	500	Talent	Ag 40
Target Selection	500	Talent	BS 50
Hotshot Pilot	500	Talent	Drive (Any), Ag 40
Speed of the Raven	800	Talent	
Swift Wrath, Sure Blade	1000	Talent	

New Talents

Hotshot Pilot
The Legionary treats all Drive and Pilot skills as Basic Skills, and receives a +10 to Drive and Pilot Skills he already possesses.

Speed of the Raven
At the start of an encounter, after initiative has been determined but before the first round begins, the Legionary may perform either a Full Move action, or move up to twice his Tactical Speed, as a Free Action. Furthermore, when the Legionary successfully performs a Dodge or Jink Test, he may immediately perform either a Half Move or move up to his Tactical Speed.

Swift Wrath, Sure Blade
If the Legionary had performed a Movement action of any kind in the current round, either via normal action or by talent that grants additional movement, he may add his Agility Bonus to damage he inflicts in melee combat.

Stormwing Hortator

The Stormwing is the home for a majority of the Dark Angels line infantry, incorporating both training battalions and artillery batteries. Those high-ranked within the Stormwing would train relentlessly in close-order warfare and setpiece battles. Stormwing Hortators are taught not only how to direct their brethren, but how to recover afterwards by the Wing's many Apothecaries, in time for the next offensive push. With the ranks of the Stormwing ever in flux thanks to battlefield attrition or new acts of valor, competition is fierce in this massive Wing.

Requirements: Rank 4 or more
Standard Issue Wargear: Artificer Armor, Narthecium, Calibanite War Blade
Legion: Dark Angels with Scion of the Hexagrammaton (Stormwing) talent

Stormwing Hortator Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	400	Skill	Command
Command +20	400	Skill	Command +10
Medicae	200	Skill	
Medicae +10	400	Skill	Medicae
Medicae +20	400	Skill	Medicae +10
Tactics (Line Warfare)	200	Skill	
Tactics (Line Warfare) +10	400	Skill	Tactics (Line Warfare)
Tactics (Line Warfare) +20	400	Skill	Tactics (Line Warfare) +10
Iron Discipline	500	Talent	WP 30, Command
Bolter Drill	500	Talent	
Stalwart Defense	500	Talent	
Unbowed and Unbroken	500	Talent	Fel 40
Wisdom of the Ancients	500	Talent	Int 40
Absolute Focus	800	Talent	
Line Order Tactica	1000	Talent	

New Talents

Absolute Focus

The Legionary ignores the totaled values of bonuses and penalties to Weapon Skill tests if the value is negative. For example, a Legionary Charging (+20) a target in Difficult Terrain (-10) retains the +10 bonus, while the Legionary Charging (+20) a Scrawny target (-10) in Defensive Stance (-20) ignores the -10 penalty, hitting purely on his Weapon Skill characteristic.

Line Order Tactica

When the Legionary is in Cover, or performs the First Aid action using the Medicae Skill, the Legionary or his target may roll 1d10 for every hit received after accounting for defensive fields and reactions. On an 8+, that hit is ignored. As a Half Action, the Legionary may attempt to grant this bonus to allies who are also in cover with a Challenging (+0) Tactics (Line Warfare) test. This bonus is retained for a number of rounds equal to the Legionary's Intelligence bonus, counting down from either the round the Legionary leaves cover, or the round the Medicae Test was performed.

Palatine Blade Prefector

The Palatine Blade Prefector leads squads of Palatine Blades, a warrior fraternity composing the greatest swordsmen of the Legion. Practicing their skills in constant duels against each other in anticipation of new victories against xenos champions, the Palatine Blades are shining examples of perfection and excellence, and icons to their brethren. They would have the direct eye of their Primarch, and would strive ever onward to act as paragons and masters of the III Legion.

Requirements: Rank 4 or more, Renown 40+
Standard Issue Wargear: Charnabal Sabre, Artificer Armor
Legion: Emperor's Children

Palatine Blade Prefector Advances

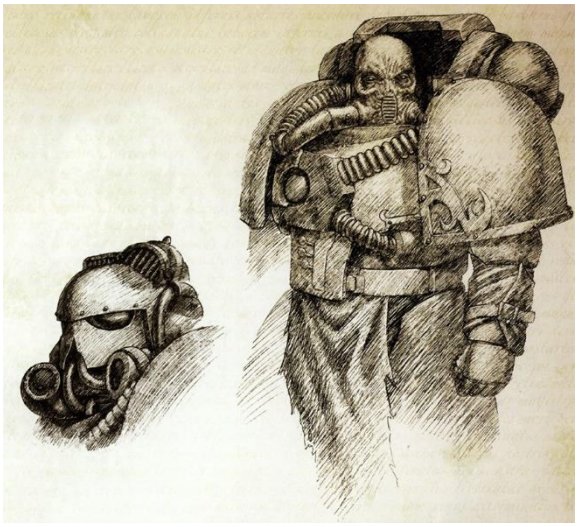
Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Charm	200	Skill	
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Parry	200	Skill	
Parry +10	400	Skill	Parry
Parry +20	400	Skill	Parry +10
Assassin Strike	500	Talent	Ag 40, Acrobatics
Blademaster	500	Talent	WS30
Counter-Attack	500	Talent	WS40
Crippling Strike	500	Talent	WS50
Crushing Blow	500	Talent	S40
Swift Attack	500	Talent	WS35
Talented (Parry)	500	Talent	Parry +20
Wall of Steel	500	Talent	Ag 35
Signature Wargear (Phoenix Spear)	500	Talent	
Coordinated Assault	1000	Talent	
Sublime Swordsman	2000	Talent	WS50, Blademaster

New Talents

Coordinated Assault
The Legionary and allies within 30m may add their Agility bonus to the distance they may charge.

Sublime Swordsman
The Legionary increases the Protective Rating of any defensive field he possesses by +15 while in melee combat, representing quick swordsmanship. In addition, while engaged in melee with only a single opponent who is not engaged in melee with anyone else, the Legionary may perform a number of additional melee attacks equal to the difference between his and his opponent's Weapon Skill bonus. For example, if the Legionary has a Weapon Skill Bonus of 5, and his opponent has a Weapon Skill Bonus of 3, the Legionary may make two additional attacks.

Kakophoni Orchestrator



For the III Legion, the fall began here. The Kakophoni are the results of long-banned experiments and practices being fused with warp influences, and equipped with psycho-sonic weaponry borne of the Sonic Shriekers. These soldiers, degenerated from Legion discipline, would mutilate themselves on the battlefield while overloading their senses and mutating them further as their warp-powered weapons polluted the battlefield. Ten thousand years later, their descendants the Noise Marines would remain great threat.

Requirements: Rank 4 or more
Standard Issue Wargear: Cacophony, Sonic Shrieker
Legion: Emperor's Children

Kakophoni Orchestrator Advances

Advance	Cost	Type	Prerequisites
Carouse	200	Skill	
Carouse +10	400	Skill	Carouse
Carouse +20	400	Skill	Carouse +10
Chem Use	200	Skill	
Chem Use +10	400	Skill	Chem Use
Chem Use +20	400	Skill	Chem Use +10
Performer (Musician)	200	Skill	
Performer (Musician) +10	400	Skill	Performer (Musician)
Performer (Musician) +20	400	Skill	Performer (Musician) +10
Feedback Screech	500	Talent	
Disturbing Voice	500	Talent	
Crack Shot	500	Talent	BS40
Rapid Reaction	500	Talent	Ag 40
Rapid Reload	500	Talent	
Light Sleeper	500	Talent	Per 30
Mimic	500	Talent	
Heightened Senses (All)	500	Talent	
Intoxicating Uproar	1500	Talent	Heightened Senses (Hearing)
Death Scream	1000	Talent	

New Talents

Intoxicating Uproar

The Legionary gains a +20 bonus to any Test involving Hearing. In combat, the Legionary gains a +2 bonus to Toughness, Fear, and Pinning Tests for every other active participant or point of Horde Magnitude (up to a maximum of 15). However, in order to disengage from combat, a Legionary must make a Challenging (+0) Willpower Test.

Death Scream

As a Half Action, the Legionary can overload his Sonic Shriekers to let out a devastating blast, with the following profile (Basic, 20m, 1d10+5E, Pen 0, Spray, Murderous Strike, Righteous Fury hits are resolved at Pen 12).

Sun Killer Novaetor

The informal cognomen of Sun Killer was given to veteran Heavy Support squads armed exclusively with heavy energy weapons. Operating ahead of the battle lines, seeking out the largest enemy bioforms or war machines, the Sun Killers prided themselves on the subsequent acts of destruction. In rare cases of strategic departure, it was the Sun Killers who provided covering fire, not from oath or duty, but boastful pride. Curiously, Sun Killers who have failed their mission are all but unknown…

Requirements: Rank 4 or more
Standard Issue Wargear: Lascannon OR Volkite Culverin OR Plasma Cannon OR Multi-Melta
Legion: Emperor's Children

Sun Killer Novaetor Advances

Advance	Cost	Type	Prerequisites
Dodge	200	Skill	
Dodge +10	400	Skill	Dodge
Dodge +20	400	Skill	Dodge +10
Evaluate	200	Skill	
Evaluate +10	400	Skill	Evaluate
Evaluate +20	400	Skill	Evaluate +10
Tech Use	200	Skill	
Tech Use +10	400	Skill	
Tech Use +20	400	Skill	
Crack Shot	500	Talent	BS 40
Marksman	500	Talent	BS 35
Mighty Shot	500	Talent	BS 40
Target Selection	500	Talent	BS 50
Weapon Tech	500	Talent	
Precision Fire	1000	Talent	
Fortified Position	1000	Talent	

New Talents

Precision Fire

The Legionary's ranged attacks with Heavy Energy weaponry ignore armor points granted by Cover. Enemies struck by the Legionary's ranged attacks with Heavy Energy weaponry cannot benefit from the effects of Cover until the start of the Legionary's next turn.

Fortified Positions

When the Legionary benefits from Cover, he gains a PR35 Defensive Field, which does not overload under normal conditions, representing use of enhanced defensive emplacements.

Iron Havoc Sergeant

Iron Havocs are the greatest marksmen of the Legion, and put to work hammering the enemy with unrelenting and accurate fire. The closest thing the Legion has to artists, these soldiers advance alongside their allies, filling the enemy defenses with ordnance and clearing the way. While allies mop up survivors, the Iron Havocs themselves are already moving on to the next fortress. In ten thousand years, the legacy of these Havocs would continue to be undimmed, their skills undiminished.

Requirements: Rank 4 or more
Standard Issue Wargear: Heavy Bolter with Shrapnel Bolts OR Autocannon
Legion: Iron Warriors

Iron Havoc Sergeant Advances

Advance	Cost	Type	Prerequisites
Demolition	200	Skill	
Demolition +10	400	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Evaluate	200	Skill	
Evaluate +10	400	Skill	Evaluate
Evaluate +20	400	Skill	Evaluate +10
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Bolter Drill	1000	Talent	
Marksman	500	Talent	BS 35
Mighty Shot	500	Talent	BS 40
Rapid Reload	500	Talent	
Storm of Iron	500	Talent	
Battle Logistician	1000	Talent	Logic +10
Deadly Aim	1000	Talent	Marksman

New Talents

Battle Logistician

The Legionary and allies within Support Range may reroll failed Ballistic Skill tests of up to one degree of failure if they have not performed a movement action for at least one round prior. This benefit is lost when the Legionary or allies perform a voluntary movement action of any kind. This benefit does not apply to weapons with the Overheats quality.

Deadly Aim

Enemies reduce the value of cover they are benefitting from by four when the target of a Ranged attack by the Legionary. This stacks with other abilities that reduce enemy cover.

Golden Keshig Champion

The members of the Golden Keshig were the most prestigious of the White Scars, assault jetbike units who serve as linebreakers and assault units. They functioned where other Legions would deploy heavy armor or massed Terminator units. Acting in a formation called a Zao, the Golden Keshig would circle the enemy, peppering them with fire from random directions, before turning to the center and focusing momentum into the enemy. Thus would the "Storm Ghosts" pass into legend on many worlds.

Requirements: Rank 4 or more
Standard Issue Wargear: Artificer Armor, Shamshir Jetbike, Kontos Power Lance
Legion: White Scars

Golden Keshig Champion Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Drive (Skimmer)	200	Skill	
Drive (Skimmer) +10	400	Skill	Drive (Skimmer)
Drive (Skimmer) +20	400	Skill	Drive (Skimmer) +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Counter-Attack	500	Talent	WS 40
Furious Assault	500	Talent	WS 35
Hard Target	500	Talent	Ag 40
Lightning Reflexes	500	Talent	
Storm of Iron	1000	Talent	
Swift Attack	500	Talent	WS 35
Unmatched Rider	1000	Talent	

New Talent

Unmatched Rider

The Legionary ignores the effects of Weather and Difficult and Arduous Terrain while riding a Bike or Jetbike. In addition, when the Legionary performs the Jink or Evasive Maneuvering Vehicle action, he ignores the Ballistic Skill penalty the action imposes, and gains a PR60 Defensive Field until the beginning of his next turn. This defensive field does not overload, representing rapid movements to duck and weave through enemy fire.

Falcon's Claw Champion

Would the totally-not Asian Legion be complete without totally-not ninjas? Of course not. Ranging far ahead of the Legion's main advance, the Falcon's Claw were scouts and assassins, tasked with destroying supply routes and eliminating commanders. After the battle, it was they who would chase down retreating foes. They are experts at reading the battlefield, specialists at the Noble Pursuit of the Hunt, and herd the enemy into killing fields in preparation for the arrival of the Golden Keshig.

Requirements: Rank 4 or more
Standard Issue Wargear: Scout Armor, two Lightning Claws, Camo-Cloak, 3 Blind Grenades
Legion: White Scars

Falcon's Claw Champion Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	400	Skill	Concealment
Concealment +20	400	Skill	Concealment +10
Demolition	200	Skill	
Demolition +10	400	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Silent Move	200	Skill	
Silent Move +10	400	Skill	Silent Move
Silent Move +20	400	Skill	Silent Move +10
Assassin Strike	500	Talent	Ag40, Acrobatics
Lightning Reflexes	500	Talent	
Two Weapon Wielder (Melee)	500	Talent	WS35, Ag 35
Swift Attack	500	Talent	WS35
Lightning Attack	1000	Talent	Swift Attack
Sure Strike	500	Talent	WS 30
Precise Blow	500	Talent	WS 40, Sure Strike
Hatred (Master-class Enemies)	500	Talent	
Ambush	500	Talent	Concealment
Outrider	1000	Talent	

New Talents

Ambush
The Legionary's attacks against Unaware Targets inflict 1 additional Damage for every 2 Degrees of Success on the Weapon Skill or Ballistic Skill Test beyond the first.

Outrider
The Legionary ignores the effects of Difficult and Arduous Terrain. At the start of a combat encounter, after initiative is rolled but before combat begins, the Legionary may immediately perform a Run Move as a Free Action. This movement may not end adjacent to an enemy. Upon completion of this free movement action, initiative resumes as normal.

Karaoghlanlar Death Champion

In cases where the enemy had fallen far from humanity's light, the hope of Compliance was lost, or some alien menace stood in the way of the Crusade, the White Scars would call upon the Karaoghlanlar Destroyers as a final, destructive measure. Where the White Scars had a reverence for both life and death of enemy warriors, the Karaoghlanlar would destroy an enemy both physically and spiritually, causing great unease amongst their battle brothers.

Requirements: Rank 4 or more
Standard Issue Wargear: Power Glaive, Hand Flamer, 3 Rad Grenades
Legion: White Scars

Karaoghlanlar Death Champion Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Invocation	200	Skill	
Invocation +10	400	Skill	Invocation
Invocation +20	400	Skill	Invocation +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Abhor the Witch	500	Talent	
Cleanse and Purify	500	Talent	
Counter-Attack	500	Talent	WS 40
Resistance (Psychic Powers)	500	Talent	
Strong-Minded	500	Talent	Resistance (Psychic Powers)
Stormseer's Conclave	800	Talent	
Invocation of the Razing Tempest	800	Talent	
Ritual of Unmaking	1000	Talent	

New Talents

Stormseer's Conclave

The Legionary may perform a Challenging (+0) Invocation test as a Full Action. If this test is successful, one allied psyker within support range may add +1 to the final Psy Rating of a Fettered Psychic Power. This benefit is lost if it is not used by the start of the Legionary's next turn.

Invocation of the Razing Tempest

Once per encounter, the Legionary may perform a Challenging (+0) Invocation test as a Full Action. If this test is successful, the Legionary and allies gain the Unnatural Speed trait, and may perform an extra attack when performing the Charge action, stacking with talents that grant additional attacks.

Ritual of Unmaking

After slaying an enemy, the Legionary may perform a Challenging (+0) Invocation test as a Full Action in their subsequent round. If this test is successful, enemies within 15m must make a Challenging (+0) Willpower test. If this test is failed, the enemy suffers a penalty equal to 5x the Legionary's Willpower bonus to Weapon Skill tests until the start of the Legionary's next turn.

Grey Slayer Huscarl

Unlike the original Terran Legionaries, who operated as cogs in a unified Legion, the Fenrisian Legionaries acted as individual warbands, and were tasked by their Wolf King to act autonomously, free of the need for constant orders from higher ups. As Fenrisians slowly supplanted the original Terrans, the Grey Slayers would become the standard infantry unit of the Legion, dealing with challenges on their own, and close with the enemy on their own terms. Thus could the veteran Grey Hunters of the modern day draw their ancestry to these self-reliant heroes of ten thousand years prior.

Requirements: Rank 1 or more
Standard Issue Wargear: Bolter OR Chainsword and Combat Shield OR Fenrisian Axe and Combat Shield OR Heavy Chainblade
Legion: Space Wolves

Grey Slayer Huscarl Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Navigate (Surface)	200	Skill	
Navigate (Surface) +10	400	Skill	Navigate (Surface)
Navigate (Surface) +20	400	Skill	Navigate (Surface) +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Leap Up	300	Talent	Ag 30
Crushing Blow	500	Talent	S 40
Furious Assault	500	Talent	WS 35
Iron Jaw	500	Talent	T40
Sure Strike	500	Talent	WS 30
Swift Attack	600	Talent	WS 35
Warrior's Mettle	1000	Talent	WS40

New Talent

Warrior's Mettle

The Legionary engages enemies well outside of the dictates of the Principia Belicosa, and while this has some advantages, it leaves the Legionary open in other regards. The Legionary halves the amount of armor points from cover he benefits from, but may reroll failed Pinning Tests. The Legionary may perform a Semi-Auto or Full-Auto Burst with his ranged weapon as part of a Charge action, but this is performed at a -20 penalty instead of the normal bonus, and his Charge Speed is limited to his Full Move speed if he does so.

Jorlund Hunt-Master

Moving with a predatory coordination that was both terrifying and awesome to behold, Jorlund Hunter packs balanced speed and ferocity with cunning and determination, sweeping into enemy lines to drive their foes before them with sweeping torrents of fire. Those not consumed by the flames would be cut down by the hunter packs, the Hunt-Masters leading their pack from foe to foe.

Requirements: Rank 4 or more
Standard Issue Wargear: Hand Flamer, Frost Blade
Legion: Space Wolves

Jorlund Hunt-Master Advances

Advance	Cost	Type	Prerequisites
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Search	200	Skill	
Search +10	400	Skill	Search
Search +20	400	Skill	Search +10
Tracking	200	Skill	
Tracking +10	400	Skill	Tracking
Tracking +20	400	Skill	Tracking +10
Cleanse and Purify	500	Talent	
Flesh Render	500	Talent	
Furious Assault	500	Talent	WS 35
Rapid Reaction	500	Talent	Ag 40
Takedown	500	Talent	
Crusader	600	Talent	
Scouring Tempest	1000	Talent	

New Talents

Crusader
The Legionary may charge according to his Run distance, rather than his Charge distance.

Scouring Tempest
Once per encounter, the Legionary may choose to grant any Pistol, Basic, or Heavy weapon he wields with the Flame and Spray qualities the Pinning and Torrent qualities until the start of his next round.

Deathsworn Cultist

Every Legion had those who would, over the course of the Crusade, feel their souls torn apart and their minds emptied, replaced only with murderous bloodlust. While most found their way into the ranks of the Moritats, the blood-crazed of the Space Wolves were taken in by the Cult of Morkai, who placed their charges at the vanguard so the jaws of the Death Wolf would feast well. It was this hollow bloodlust that would open their minds to terrible visions, and eventually, the first Wulfen on the level sands of Prospero.

Requirements: Rank 4 or more
Standard Issue Wargear: Artificer Armor, Power Axe, three Yimira Class Stasis Bombs, Wolf Skull Helm
Legion: Space Wolves

Deathsworn Cultist Advances

Advance	Cost	Type	Prerequisites
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Tracking	200	Skill	
Tracking +10	400	Skill	Tracking
Tracking +20	400	Skill	Tracking +10
Crushing Blow	500	Talent	S 40
Die Hard	500	Talent	WP 40
Frenzy	500	Talent	
Furious Assault	500	Talent	WS 35
Hammer Blow	500	Talent	
Jaded	500	Talent	WP 30
Dreams of the Death Wolf	1200	Talent	Jaded

New Talent

Dreams of the Death Wolf

The Legionary is consumed by the dreams of the Death Wolf, and only through slaughter can he feel anything but the chill of death around him. The Legionary gains the benefits of the Fearless talent when engaged in melee. If the Legionary is forced to burn fate to survive, he may immediately make a single Melee Standard Attack with any weapon he is wielding before resolving the lost fate point.

Priest of Fenris

The Space Wolves did not utilize a number of Consul offices as other Legions did. Instead, they had a number of Orders, the members of which were called Priests of Fenris. Barbaric to outsiders, they were the keepers of the Legion's secrets and history. One of the most common positions were Speakers of the Dead, which served as masters of discipline, instillers of culture, and wardens of geneseed purity. They would encode memetic "sagas" into Legionaries destined for greatness. The other was the Caster of Runes, psykers who manipulate powers through ritual and runic matrices, providing the Legion with prognostication and shielding against empyrean threats on demand.

Requirements: Rank 1 only.
Standard Issue Wargear: Refractor Field
Legion: Space Wolves

Priest of Fenris Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Select One)	200	Skill	
Forbidden Lore (Select One) +10	400	Skill	Forbidden Lore (Select One)
Forbidden Lore (Select One) +20	400	Skill	Forbidden Lore (Select One) +10
Scholastic Lore (Select One)	200	Skill	
Scholastic Lore (Select One) +10	400	Skill	Scholastic Lore (Select One)
Scholastic Lore (Select One) +20	400	Skill	Scholastic Lore (Select One) +10
Scrutiny	200	Skill	
Scrutiny +10	400	Skill	Scrutiny
Scrutiny +20	400	Skill	Scrutiny +10
Air of Authority	500	Talent	Fel 30
Call to Vengeance	800	Talent	Fel 40
Hatred (Any)	500	Talent	
Swift Attack	500	Talent	WS35
Lightning Attack	1000	Talent	Swift Attack
Signature Wargear (Artificer Armor)	1000	Talent	
Specialization: Caster of Runes	1000	Talent	
Specialization: Speaker of the Dead	1000	Talent	

New Talents

Specialization: Caster of Runes

The Legionary is called to the path of the Caster of Runes, and his is the arduous path of the psyker to tread. The Legionary gains a Runic Matrix, and Force Staff OR Force Sword OR Force Axe as standard issue wargear. He gains the Psy Rating (2) Talent, and gains access to the Caster of Runes advance table, and may buy powers from the Biomancy, Divination, and Telekinesis Disciplines. Taking this talent locks off the Specialization: Speaker of the Dead talent.

Specialization: Speaker of the Dead

The Legionary is called to the path of the Speaker of the Dead, and the guardianship of the Legion's geneseed and spiritual purity is his to watch over. The Legionary gains a Power Maul, Healing Balms, and one Garm Blood Vial as standard issue wargear. He also gains access to the Speaker of the Dead advance table. Taking this talent locks off the Specialization: Caster of Runes talent.

Caster of Runes Advances

Advance	Cost	Type	Prerequisites
Invocation	200	Skill	
Invocation +10	400	Skill	Invocation
Invocation +20	400	Skill	Invocation +10
Psyniscience	200	Skill	Invocation +20
Psyniscience +10	400	Skill	Psyniscience
Psyniscience +20	400	Skill	Psyniscience +10
Psy Rating 3	500	Talent	
Psy Rating 4	500	Talent	Psy Rating 3
Psy Rating 5	500	Talent	Psy Rating 4
Psy Rating 6	500	Talent	Psy Rating 5
Warp Sense	500	Talent	Psyniscience, Per 30
Meditation	500	Talent	
Strong Minded	1000	Talent	WP30, Resistance (Psychic Powers)
Bastion of Iron will	1000	Talent	Strong Minded, WP 40

Speaker of the Dead Advances

Advance	Cost	Type	Prerequisites
Trade (Chymist)	200	Skill	
Trade (Chymist) +10	400	Skill	Trade (Chymist)
Trade (Chymist) +20	400	Skill	Trade (Chymist) +10
Medicae	200	Skill	
Medicae +10	400	Skill	Medicae
Medicae +20	400	Skill	Medicae +10
Fearless	800	Talent	
Master Chirurgeon	1000	Talent	Medicae +10
Talented (Medicae)	500	Talent	
Oath of the Dead	1000	Talent	

New Talent

Oath of the Dead

The Legionary intones a baleful oath before battle, its chanted memetics taking root within his charges. The Legionary and allies within Support Range may reroll failed Weapon Skill and Ballistic Skill tests against Troop-level enemies of up to one degree of failure.

Wulfen Pack Leader

The Space Wolves bore within them a most terrible curse, the Curse of the Wulfen, where the Canis Helix goes into overdrive and reshapes the noble warrior into a bestial monster. The willpower and savage discipline of the Legionary is usually enough to keep this bloodborne curse in check, but there are exceptions. During the Burning of Prospero, when the Warp flowed freely across the streets and pyramids of Tizca, some Space Wolves, many of the Deathsworn, began to change, mutate, in a bizarre mirror of the Thousand Sons' own Flesh Change. Unlike those lost souls, however, these "Wulfen" maintained their battlefield cunning and some semblance of an ability to follow orders. This would not be the last time these beastly monsters would appear.

Requirements: Rank 4 or more
Starting Trait: Curse of the Wulfen
Standard Issue Wargear: One Frost Blade OR Frost Axe OR Great Frost Blade
Legion: Space Wolves

Wulfen Pack Leader Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Berserk Charge	500	Talent	
Crushing Blow	500	Talent	S40
Frenzy	500	Talent	
Furious Assault	500	Talent	WS 35
Bounding Lope	1500	Talent	
Death Frenzy	1500	Talent	
Orgy of Slaughter	1500	Talent	
Unnatural Perception (x2)	1500	Trait	

New Talents

Bounding Lope

The Legionary may Charge using his Run Speed, and may reroll failed Weapon Skill tests on the Charge.

Death Frenzy

If the Legionary is forced to burn fate to survive, he may immediately make a single Melee Standard Attack, or Swift Attack or Lightning Attack Action if he possesses the appropriate talents, with any weapon he is wielding before resolving the lost fate point.

Orgy of Slaughter

When the Legionary scores a Righteous Fury with a melee weapon, he may immediately make an additional melee attack. These attacks do not generate additional attacks themselves.

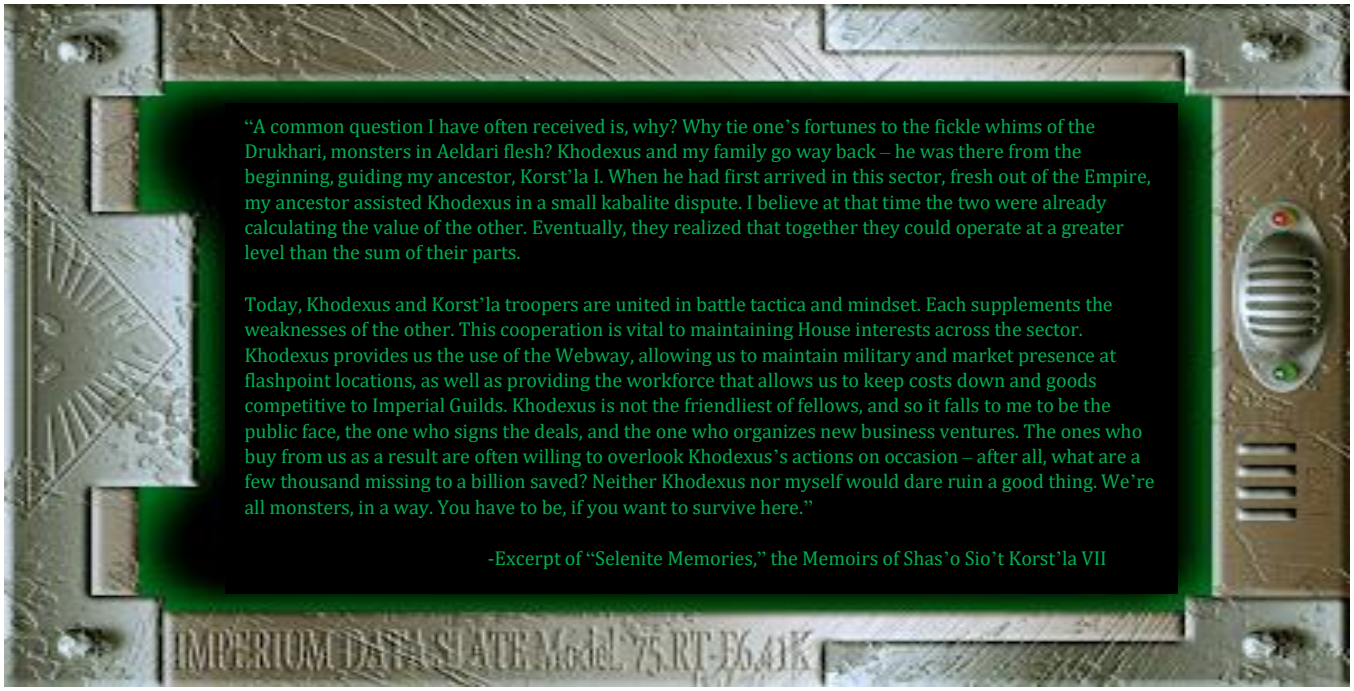
New Trait

Curse of the Wulfen

As a Full Action, the Legionary may channel the bloodborne curse within himself, forcing a beastly transformation into a half-wolf, half superhuman monstrosity. While in Wulfen form, at the start of rounds the Legionary is not engaged in melee combat with the enemy, he may roll 1d10 on the Hunt table and apply the benefit until the start of his next round, modifying the roll by the number of enemies he has killed, as well as for every ten Magnitude damage he has inflicted to Hordes, since the start of the encounter. For example, if he has killed one individual enemy, and inflicted 25 Magnitude damage to hordes, he may modify the roll by 3. If the Legionary is engaged in melee combat at the start of the round, he may instead roll 1d10 on the Kill table, and applies the result.

Hunt Table	
Roll	Result
1-3	The Legionary gains the benefit of the Thunder Charge talent, and may reroll failed Weapon Skill tests for attacks generated by the talent.
4-6	The Legionary adds his Agility bonus to the distance he may Run and Charge.
7-8	The Legionary may perform one additional attack as part of the charge, stacking with talents that grant additional attacks.
9-10	As a Free Action, the Legionary may make a Full Move action.

Kill Table	
Roll	Result
1-3	Enemies suffer a -10 to Dodge and Parry tests.
4-6	The Legionary may reroll damage dice in melee combat.
7-8	If the Legionary is suffering critical damage, he may immediately make a Melee standard attack as a Free Action, which does not count towards his attack limit for the round.
9-10	The Legionary may perform one additional attack in melee combat, stacking with talents that grant additional attacks.


"A common question I have often received is, why? Why tie one's fortunes to the fickle whims of the Drukhari, monsters in Aeldari flesh? Khodexus and my family go way back – he was there from the beginning, guiding my ancestor, Korst'la I. When he had first arrived in this sector, fresh out of the Empire, my ancestor assisted Khodexus in a small kabalite dispute. I believe at that time the two were already calculating the value of the other. Eventually, they realized that together they could operate at a greater level than the sum of their parts.
Today, Khodexus and Korst'la troopers are united in battle tactica and mindset. Each supplements the weaknesses of the other. This cooperation is vital to maintaining House interests across the sector. Khodexus provides us the use of the Webway, allowing us to maintain military and market presence at flashpoint locations, as well as providing the workforce that allows us to keep costs down and goods competitive to Imperial Guilds. Khodexus is not the friendliest of fellows, and so it falls to me to be the public face, the one who signs the deals, and the one who organizes new business ventures. The ones who buy from us as a result are often willing to overlook Khodexus's actions on occasion – after all, what are a few thousand missing to a billion saved? Neither Khodexus nor myself would dare ruin a good thing. We're all monsters, in a way. You have to be, if you want to survive here."
-Excerpt of "Selenite Memories," the Memoirs of Shas'o Sio't Korst'la VII

Phalanx Warder Veteran Sergeant

From the ranks of the already resilient and implacable Breacher Squads, the Imperial Fists Legion trains the Phalanx Warders. The Phalanx Warders expand on the role of the Breacher Marine, mastering short ranged weaponry and melee to serve as both the last line of defense, and the first line of the resultant counter-attack. Skilled in melee and ranged weaponry alike, the Phalanx Warder's main role is still defense, drawing its name from the Phalanx, the flagship of the Imperial Fists, and their oaths in its defense. Phalanx Warders neither desire nor seek accolades and battle honors – theirs is the quiet, solemn honor of the shield guarding the heart of the Legion.

Playing a Phalanx Warder

Requirements: Rank 4 or greater
Standard Issue Wargear: Master-Crafted Boarding Shield, Power Axe
Legion: Imperial Fists

Phalanx Warder Veteran Sergeant Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	400	Skill	Command
Evaluate	200	Skill	
Evaluate +10	400	Skill	Evaluate
Evaluate +20	400	Skill	Evaluate +10
Air of Authority	500	Talent	Fel 30
Iron Discipline	500	Talent	WP 30, Command
Into the Jaws of Hell	500	Talent	Iron Discipline
Counter-Attack	500	Talent	WS 40
Combat Formation	500	Talent	Int 40
Talented (Demolition)	500	Talent	
Exemplar of Honor	1000	Talent	Legiones Astartes
Zone Mortalis Specialist	1500	Talent	
Shield Wall	1500	Talent	

New Talents

Zone Mortalis Specialist

The Phalanx Warder is a master of the low-gravity and hazardous terrain he is regularly exposed to. The Phalanx Warder ignores penalties to Weapon Skill tests, Dodge tests, Agility tests, and Movement due to Difficult Terrain, and may reroll failed Agility tests from Flame and Spray weapons.

Shield Wall

If the Phalanx Warder is adjacent to an ally, that ally also benefits from the armor points granted from the Phalanx Warder's Boarding Shield (but not its defensive Field). In addition, if the Phalanx Warder, or an ally adjacent to him is charged or targeted by a melee attack, the Phalanx Warder or his ally may perform a Counter-Attack (provided they have the talent) BEFORE the enemy strikes his own blows.

Templar Champion

Before they were their own chapter, they were the greatest warriors of the Imperial Fists, possessing unequalled zeal and matchless skill. These are the Guardians of the Temple of Oaths, aboard the Phalanx, the Templars. Bearing the greatest wargear the armoriums can provide, and the finest Archeotech owned by the Legion, the Templars inspire their brethren with their courage as they lead the push against the enemies of mankind. Only once they accepted the Emperor as "God" would they fall out of favor with their Primarch, and take up the eternal crusade amongst the stars.

Requirements: Rank 4 or more, Renown 40+
Standard Issue Wargear: Artificer Armor, Power Sword
Legion: Imperial Fists

Templar Champion Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	400	Skill	Command
Command +20	400	Skill	Command +10
Parry	200	Skill	
Parry +10	400	Skill	Parry
Parry +20	400	Skill	Parry +10
Scrutiny	200	Skill	
Scrutiny +10	400	Skill	Scrutiny
Scrutiny +20	400	Skill	Scrutiny +10
Die Hard	500	Talent	WP 40
Fearless	500	Talent	
Hatred (Select One)	500	Talent	
Inspire Wrath	500	Talent	Fel 30
Hunter of Aliens	1000	Talent	
Stalwart Defense	1000	Talent	
Dolorous Fighter	1500	Talent	
Slayer of Kings	1000	Talent	

New Talents

Dolorous Fighter

The Legionary has reached new levels of mastery, and is on the path to having his name charged in the Temple of Oaths. When fighting in melee combat against a single enemy combatant, the Legionary's melee weapons gain the Murderous Strike quality, and successful enemy defensive field rolls must be rerolled, the second result standing.

Slayer of Kings

Should the Legionary personally defeat at least one Master-class enemy in melee combat, the Legionary gains an additional point of Renown at the conclusion of the mission, and allies within Support Range gain a +10 to Weapon Skill tests until the conclusion of the mission.

Terror Headsman

Through fearful and bloody acts did the Night Lords subdue entire worlds, often causing less total loss of life than conventional war. Where the punishments were deemed to be the most visceral and personal, the Terror Squads were unleashed, master torturers and mutilators who were the most imaginative of the Legion's specialists. As time went on, the Terror Squads would be a sinkhole for undesirable legionaries, the units becoming unstable and unsubtle as time went on. Nonetheless, as long as they remained useful to their master, they remained active.

Requirements: Rank 4 or more
Standard Issue Wargear: Nostraman Chainglaive
Legion: Night Lords

Terror Headsman Advances

Advance	Cost	Type	Prerequisites
Interrogate	200	Skill	
Interrogate +10	400	Skill	Interrogate
Interrogate +20	400	Skill	Interrogate +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Medicae	200	Skill	
Medicae +10	400	Skill	Medicae
Medicae +20	400	Skill	Medicae +10
Disturbing Voice	500	Talent	
Flesh Render	500	Talent	
Jaded	500	Talent	
Precise Blow	500	Talent	WS 40, Sure Strike
Sprint	500	Talent	
Sure Strike	500	Talent	WS 30
Swift Attack	1000	Talent	WS 35
Dirty Fighter	1000	Talent	
Fear (2)	1000	Trait	Fear (1)

New Talents

Dirty Fighter

The Legionary is not above using dirty tricks, uncommon techniques, or even pocket sand to win fights. When fighting in melee combat against a single enemy combatant, the Legionary's melee weapons gain the Felling and Murderous Strike qualities.

Night Raptor Huntmaster

A caste apart from the Night Lords Legion, the Night Raptors are a coterie of murderers welded together by likeminded methods and styles of warfare. Theirs is the role of close combat, to charge in and overwhelm their foes in an unstoppable onslaught. Hunting for victims from above, most live for that moment where their victim realizes their death is coming for them. Some even go as far as to implement projectors into their systems, that display their victims on eternal loop, the better to destroy the morale of opponents. In ten thousand years later, they and their warp touched Warp Talon brethren would change little.

Requirements: Rank 4 or more
Standard Issue Wargear: Jump Pack, Power Sword, Volkite Serpenta
Legion: Night Lords

Night Raptor Huntmaster Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Counter-Attack	500	Talent	WS 40
Flesh Render	500	Talent	
Jaded	500	Talent	
Swift Attack	500	Talent	WS 35
Two Weapon Wielder (Melee)	500	Talent	WS 35, Ag 35
Two Weapon Wielder (Ranged)	500	Talent	BS 35, Ag 35
Preternatural Speed	1000	Talent	WS 40, Ag 50
Raptor Strike	500	Talent	
Bloody Murder	1000	Talent	
Death from Above	1000	Talent	Pilot (Personal)
Fear (2)	1000	Trait	Fear (1)

New Talents

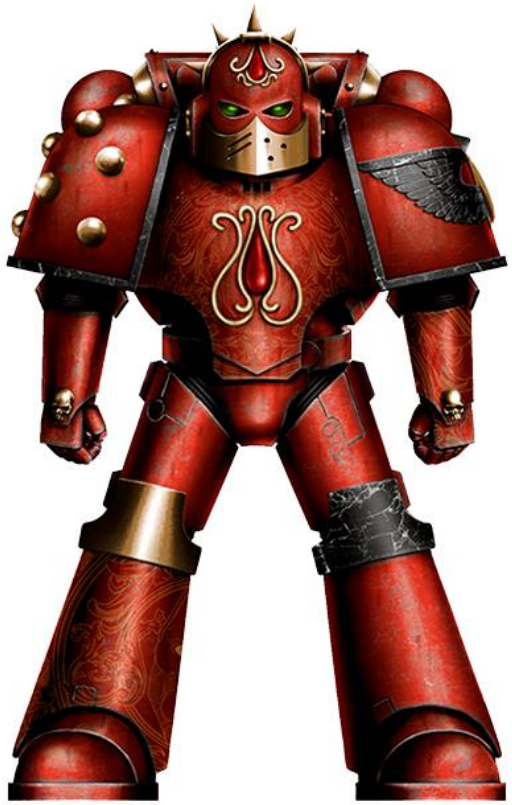
Raptor Strike

At any time during his turn, as a Free Action, the Legionary may perform a Half-Move or Full-Move using his Jump Pack's flight speed.

Bloody Murder

After the Legionary's melee attacks have been resolved against a Horde, total up the magnitude damage inflicted to the horde. Immediately apply that much magnitude damage to the Horde again, reducing the value by the horde's Armor and Toughness Bonus. This additional damage cannot generate further damage.

Dawnbreaker Champion



Dawnbreakers are to Assault Squads as Primarchs are to Legionaries. Chosen from the most experienced and daring of the Assault squads, the Dawnbreakers are the first to set foot on a world the Blood Angels are tasked with saving. Lacking tactical flexibility, their purpose is to tear the hearts from enemy formations. Combat doctrine emphasizes not only martial excellence, but symbolism, bringing light to benighted worlds as the new dawn breaks, a Day of Revelation for the people of the soon-to-be compliant world.

Requirements: Rank 4 or more
Standard Issue Wargear: Artificer Armor, Falling Star Power Spear OR Equinox Blade Case, Jump Pack, Grenade Discharger
Legion: Blood Angels

Dawnbreaker Champion Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Charm	200	Skill	
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Combat Master	500	Talent	WS 30
Crushing Blow	500	Talent	S 40
Death from Above	1000	Talent	Pilot (Personal)
Die Hard	500	Talent	WP 40
Exemplar of Honor	1000	Talent	
Swift Attack	500	Talent	WS 35
Lightning Attack	1000	Talent	
Two Weapon Wielder (Melee)	500	Talent	WS 35, Ag 35
Set the Sky Aflame	1500	Talent	
Angelic Presence	1000	Talent	

New Talents

Set the Sky Aflame

When the Legionary engages his Jump Pack and ends any kind of movement action, all enemies within a number of meters equal to the Legionary's Agility bonus of the landing zone suffer 1d5 hits, inflicting 1d10+X E damage, where X is twice the Legionary's Agility bonus, with a Penetration of 0 and the Flame quality. Hordes are hit a number of times equal to 1d5 + the Legionary's Agility Bonus.

Angelic Presence

When engaging enemy Hordes in melee combat, the Legionary and allies' melee weapons within support range gain the Devastating (X) quality, where X is equal to the Legionary's Fellowship Bonus. If the Legionary's weapon already possesses the Devastating quality, the values are added together.

Angel's Tears Arch-Erelim

Behind the silver masks of the Angel's Tears are Legionaries who have surrendered their names and identities to perform the tasks their Primarch requires of them. The equivalent of Destroyers for other Legions, the Angels' Tears are called to action only when an enemy is deemed worthy of full annihilation. Once the task is brought to completion, the mask is set aside, and the Legionary beneath resurfaces, bearing no lingering taint from the slaughter and destruction he caused.

Requirements: Rank 4 or more
Standard Issue Wargear: Jump Pack, Angel's Tears Grenade Launcher, 3 Frag Grenades, 3 Krak Grenades, 3 Rad Grenades, Void-Hardened Armor Upgrade
Legion: Blood Angels

Angel's Tears Arch-Erelim Advances

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Chem Use +10	400	Skill	Chem Use
Chem Use +20	400	Skill	Chem Use +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Medicae	200	Skill	
Medicae +10	400	Skill	Medicae
Medicae +20	400	Skill	Medicae +10
Counter-Attack	500	Talent	WS 40
Hip Shooting	500	Talent	BS 40, Ag 40
Iron Jaw	500	Talent	T 40
Independent Targeting	1000	Talent	BS 40
Unshakeable Faith	500	Talent	
Two Weapon Wielder (Ranged)	500	Talent	BS 35, Ag 35
Resistance (Psychic Powers)	500	Talent	
Strong-Minded	500	Talent	WP 30, Resistance (Psychic Powers)
Virtue of Judgement	1500	Talent	
Silver Death Mask	1000	Talent	

New Talents

Virtue of Judgement

As a Full Action, the Legionary may declare an enemy marked by the Angel's Wrath. When making ranged attacks against the marked enemy, the Legionary and allies within support range gain the Tearing and Razor Sharp qualities for weapons with the Spray, Flame, or Rad-Phage qualities. A new Angel's Wrath mark may not be declared until the enemy is destroyed or leaves the encounter.

Silver Death Mask

During the Oath-taking phase of mission planning, the Legionary may opt to spend a Fate Point. If he does so, the Legionary reduces each instance of Insanity and Corruption gained during the mission by his Willpower bonus (to a minimum of 1).

Ofanim Burning Eye

Of the orders of the First Sphere, the Ophanim were among the most secretive and detached. In battle, their faces remained hidden behind a helm, or in most cases, a featureless black mask, their identities hidden from all. Behind their veil of anonymity, they watched for dissent, treachery, or a slide back to the barbarism of the Revenant Legion, empowered by Sanguinius to perform the ultimate dispensation, safeguarding the honor and pride of the Legion. None lay claim to the title, and none know how the order was populated. It is only known that the Ofanim were infamous by the end of the Horus Heresy, for they were quite familiar with dispensing death upon other Space Marines…

Requirements: Rank 4 or more
Standard Issue Wargear: Artificer Armor, Blade of Judgement, Bolt Pistol, Blade of Judgement, 3 Frag Grenades, 3 Krak Grenades
Legion: Blood Angels

Ofanim Burning Eye Advances

Advance	Cost	Type	Prerequisites
Inquiry	200	Skill	
Inquiry +10	400	Skill	Inquiry
Inquiry +20	400	Skill	Inquiry +10
Interrogation	200	Skill	
Interrogation +10	400	Skill	Interrogation
Interrogation +20	400	Skill	Interrogation +10
Shadowing	200	Skill	
Shadowing +10	400	Skill	Shadowing
Shadowing +20	400	Skill	Shadowing +10
Combat Master	500	Talent	WS 30
Counter Attack	500	Talent	WS 40
Hatred (Legiones Astartes)	500	Talent	
Fearless	500	Talent	
Swift Attack	500	Talent	WS 35
Lightning Attack	500	Talent	Swift Attack
Crippling Strike	500	Talent	WS 50
Scourge of Heretics	600	Talent	
Shadow of Judgement	1500	Talent	
The Burning Eyes	1000	Talent	

New Talents

Shadow of Judgement

When engaged in single melee combat with only one other Legiones Astartes enemy, the Legionary gains a +10 bonus to Agility-based tests, may reroll melee weapon damage results (the second result standing), and the Legionary's melee weapons with the Razor-Sharp quality trigger on one Degree of Success rather than two.

The Burning Eyes

While the Legionary is not the Squad Leader, allies in support range gain a +10 to Willpower-based tests. Furthermore, if an ally in support range fails a Fear test, they may immediately choose to suffer 2d5 damage, ignoring armor, toughness, and defensive fields, and are considered to have passed the test instead.

Medusan Immortal Veteran Sergeant

The ranks of the Medusan Immortals are not a position of honor – they are reserved for those who have failed a mission, or been laid low by terrible forces. The Medusan Immortals function as a cybernetically enhanced Forlorn Hope, stripped of clan allegiance, and ordered into the fray. They take pride in fighting and dying, never breaking ranks, for only in death is there redemption.

Requirements: Rank 4 or more
Standard Issue Wargear: Boltgun, Boarding Shield
Legion: Iron Hands

Medusan Immortal Veteran Sergeant Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	400	Skill	Command
Command +20	400	Skill	Command +10
Demolition	200	Skill	
Demolition +10	400	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Tech Use	200	Skill	
Tech Use +10	400	Skill	Tech Use
Tech Use +20	400	Skill	Tech Use +10
Combat Formation	500	Talent	Int 40
Counter Attack	500	Talent	WS 40
Duty Unto Death	500	Talent	WP45
Hip Shooting	500	Talent	BS40, Ag40
Iron Discipline	500	Talent	WP30, Command
Into the Jaws of Hell	500	Talent	Iron Discipline
Signature Wargear (Any Cybernetic)	1000	Talent	
Gun Them Down	1000	Talent	

New Talents

Gun Them Down

When an enemy fails a Pinning test, or performs the Disengage action, the Legionary may, as a Reaction, perform a Semi-Auto Burst or Full Auto Burst with any weapon he is currently wielding against the retreating enemy. This attack does not gain the normal bonus to Ballistic Skill.

Rampager Champion

Shock assault units formed from the most savage Legionaries of an already savage Legion, the Rampagers possessed the psycho-surgery and implants that kept them in a permanent state of rage. Some lost themselves to it, while others focused their desire into learning and mastering the gladiatorial Caedere weapons, patterned after those the Primarch Angron himself had used.

Requirements: Rank 4 or more
Standard Issue Wargear: Chainaxe OR Caedere Weapon of the Legionary's Choice
Legion: World Eaters

Rampager Champion Advances

Advance	Cost	Type	Prerequisites
Dodge	200	Skill	
Dodge +10	400	Skill	Dodge
Dodge +20	400	Skill	Dodge +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Berserk Charge	500	Talent	
Crushing Blow	500	Talent	S40
Frenzy	500	Talent	
Iron Jaw	500	Talent	T40
Swift Attack	500	Talent	WS35
Lightning Attack	500	Talent	Swift Attack
Headhunter	1000	Talent	
Butcher's Nails Overdrive	2000	Talent	Lightning Attack

New Talents

Headhunter

When fighting in melee combat against a single enemy combatant, the Legionary's weapons gain the Razor Sharp quality.

Butcher's Nails Overdrive

For every individual enemy killed and ten points of Magnitude damage inflicted to Hordes, the Legionary may perform an additional attack as part of the Lightning Attack action until the end of the encounter. For example, if he has killed one individual enemy, and inflicted 25 Magnitude damage to hordes, he may perform three additional attacks. The Legionary must inflict the fatal blow himself to claim this bonus. For every bonus attack performed, the Legionary suffers one point of damage, ignoring armor and toughness.

Red Hand Blood Bonded

Amongst the World Eaters, there were some who bore the mark of the Blood Hand, also called the Butcher's Mark. Drawn together not by brotherhood but by rivalry, these Legionaries demonstrate exemplary ferocity and violence through sheer number or enemies killed and by taking the skulls of superiors. Amongst the ranks of the legion's Destroyers, the Red Hand Ravagers would take their place in the vanguard, eager to prove themselves ever worthy of the "honor" of the Butcher's Mark.

Requirements: Rank 4 or more
Standard Issue Wargear: Caedere Weapon of the Legionary's Choice, one Astartes Missile Launcher with Suspensor and one mag of Rad Missiles, one Astartes Jump Pack, three Rad Grenades, one Phosphex Bomb, Void-Hardened Armor Upgrade
Legion: World Eaters

Red Hand Blood Bonded Advances

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Chem Use +10	400	Skill	Chem Use
Chem Use +20	400	Skill	Chem Use +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Berserk Charge	500	Talent	
Combat Master	500	Talent	WS30
Counter Attack	500	Talent	WS 40
Frenzy	500	Talent	
Swift Attack	500	Talent	
Thunder Charge	800	Talent	
Bearer of the Blood Hand	1000	Talent	
Ravaging Assault	1000	Talent	

New Talents

Bearer of the Blood Hand

When fighting in melee combat against multiple enemy combatants, the Legionary gains a +5 bonus to Weapon Skill tests for every enemy or ten points of Horde Magnitude he is in melee with, in addition to any other bonuses. For example, if the Legionary is outnumbered three to one, or is engaging a Magnitude 30 Horde, he gains a +15 bonus to his Weapon Skill tests.

Ravaging Assault

When the Legionary performs the Charge action, he inflicts additional damage equal to his Weapon Skill Bonus with his melee attacks. Furthermore, the Acrobatics test granted by the Disengage action performed by enemies is now opposed by the Legionary's Agility, with the Legionary gaining a bonus equal to 5x the Legionary's Weapon Skill Bonus. If the Legionary wins this opposed test, he may perform a free attack as if the enemy had not performed the Disengage Action.

Invictarus Suzerain

Invictarus Suzerains are a class apart from their fellow Legionaries. Serving their Primarch and Tetrarchs directly, each Invictarus Suzerain is a warrior marked for greatness, and trained in mass operation commanding and tactics. Many of the Legion's officers are drawn from the ranks of the Invictarus Suzerains. Their Legatine Axes, modelled after the weapons of the warrior-kings of Macragge, are a symbol of office as much as they are deadly weapons. Though their record of service would disappear over ten thousand years, with the shattering of the Legions, the returned Primarch Roboute Guilliman would reform the Invictarus Suzerains upon his modern-day return, as the Invictus Guard, the shining glory of mankind, and hope for the future.

Requirements: Rank 4 or more, 40+ Renown
Standard Issue Wargear: Legatine Axe, Boarding Shield
Legion: Ultramarines

Invictarus Suzerain Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	400	Skill	Command
Command +20	400	Skill	Command +10
Diplomacy	200	Skill	
Diplomacy +10	400	Skill	Diplomacy
Diplomacy +20	400	Skill	Diplomacy +10
Tactics (Select One)	200	Skill	
Tactics (Select One) +10	400	Skill	Tactics (Select One)
Tactics (Select One) +20	400	Skill	Tactics (Select One) +10
Air of Authority	500	Talent	
Exemplar of Honor	500	Talent	
Master Orator	500	Talent	Fel 30
Unbowed and Unbroken	500	Talent	Fel 40
Mastery (Command)	1000	Talent	Command (+20), Talented (Command)
Signature Wargear (Artificer Armor)	1000	Talent	
Lord of Ultramar	1000	Talent	
Stirring Rhetoric	1500	Talent	Fel 45, Heroic Inspiration

New Talents

Lord of Ultramar

The Legionary grants each Allied Excertus Imperialis and Solar Auxilia Strategic Assets up to two Horde Traits of his choice from Deathwatch (Core) or Mark of the Xenos.

Stirring Rhetoric

Once per encounter, when using the Heroic Inspiration talent, the Legionary may spend a Fate Point. If he does, he affects all allies with his Command test, and all affected gain an additional +5 bonus to his next Skill or Characteristic Test for every Degree of Success this character scores on the Command Test (to a maximum of a +30 bonus in total).

Locutarus Strike Leader

Many Chapter divisions of the Ultramarines Legion maintained small numbers of Locutarus to deploy as vanguard or strike formations. Usually chosen of the line Assault Squads, they have proven themselves the most skilled and courageous of their brethren. Instead of savagery, the Locutarus practice precision strikes, perfectly timed for maximum effect. The charge of the Locutarus could tip the scale of a battle by itself, a legacy carried on over the millennia by the Vanguard Veterans.

Requirements: Rank 4 or more
Standard Issue Wargear: Jump Pack, Master-Crafted Power Sword, Plasma Pistol
Legion: Ultramarines

Locutarus Strike Leader Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Two Weapon Wielder (Melee)	500	Talent	WS35, Ag 35
Two Weapon Wielder (Ranged)	500	Talent	BS35, Ag 35
Sidearm	800	Talent	BS40, WS40, Two Weapon Wielder (Melee, Ranged)
Precise Blow	500	Talent	
Sure Strike	500	Talent	WS30
Signature Wargear (Artificer Armor)	1000	Talent	
Precision Intervention	1000	Talent	
Opening Salvo	1500	Talent	

New Talents

Sidearm

When armed with a Pistol-class weapon in one hand and Melee weapon in the other (both of which the Legionary could normally use single-handed), the Legionary negates the penalty for Two-Weapon Fighting.

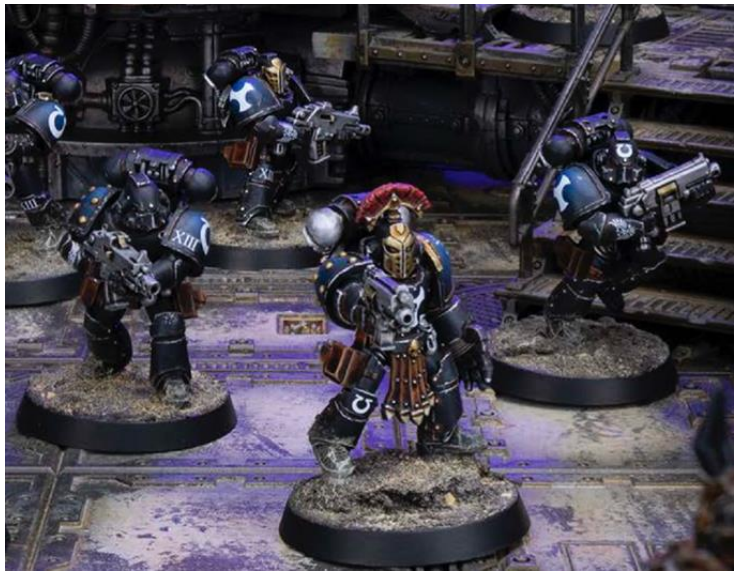
Precision Intervention

When an ally within Support Range is reduced to Critical Damage by an enemy, the Legionary may spend a Reaction to perform a Charge Action against the enemy if the enemy is in range.

Opening Salvo

During the first round of melee combat, as a Full Action the Legionary may perform a Full Move action, and then perform two Semi-Auto Burst or Full-Auto Burst actions with the pistol he is currently wielding. These Bursts retain their normal bonus to hit.

Nemesis Destroyer Sergeant



As was common in the Legiones Astartes, the Ultramarines maintained entire chapters of Destroyers. The 22nd Chapter, the Nemesis Chapter, were instrumental in battles that required total annihilation, and were the lynchpin of the Ultramarian resistance during the assault on Calth. Unlike most Destroyers, the Nemesis Destroyers maintained the tactical flexibility of their bolters, which served them well against the Word Bearers and their summoned Daemons.

Requirements: Rank 4 or more
Standard Issue Wargear: Bolter with 3 mags of Nemesis Ammunition, 3 Rad Grenades, one Phosphex Bomb, Void-Hardened Armor Upgrade
Legion: Ultramarines

Nemesis Destroyer Sergeant Advances

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Chem Use +10	400	Skill	Chem Use
Chem Use +20	400	Skill	Chem Use +10
Demolition	200	Skill	
Demolition +10	400	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Bolter Drill	500	Talent	
Hardy	500	Talent	T40
Iron Jaw	500	Talent	T40
True Grit	500	Talent	T40
Unbowed and Unbroken	500	Talent	Fel 40
Scourge of Heretics	600	Talent	
Slayer of Daemons	600	Talent	
Blood of Calth	1000	Talent	

New Talents

Blood of Calth

During the first round of combat, or the combat encounter consists of Traitor enemies or enemies with the Daemon trait, the Legionary may perform the Charge action according to his Run speed rather than his Charge speed.

Mortus Poison-Master

Within the companies of the Death Guard existed a specially-trained and equipped cadre known as the Mortus Poisoners. Wielding toxins and chem-munitions considered excessive by even the Death Guard, the Mortus Poisoners would support allies, clearing defensive positions and enemies within, as the chemical cocktails gradually ate away at the Legionaries themselves, to various levels of enthusiasm.

Requirements: Rank 4 or more
Standard Issue Wargear: Flamer with 3 mags of Chem Munitions, one Power Scythe, three Rad Grenades, one Phosphex Bomb, Void-Hardened Armor Upgrade
Legion: Death Guard

Mortus Poison-Master Advances

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Chem Use +10	400	Skill	Chem Use
Chem Use +20	400	Skill	Chem Use +10
Medicae	200	Skill	
Medicae +10	400	Skill	Medicae
Medicae +20	400	Skill	Medicae +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Cleanse and Purify	500	Talent	
Counter Attack	500	Talent	WS 40
Hardy	500	Talent	T40
Hip Shooting	500	Talent	BS40, Ag40
Iron Jaw	500	Talent	T40
True Grit	500	Talent	T40
Alchem Adjustment	800	Talent	
Morbid Resolve	1000	Talent	

New Talents

Alchem Adjustment

When outfitting for deployment, the Legionary may perform a Challenging (+0) Chem Use test. If this test is successful, weapons with Chem Munitions gain one of the following qualities until the completion of the mission – Corrosive, Devastating (Int Bonus), Fleshbane, Hallucinogenic (Int Bonus), Rad-Phage. If the test is successful with 5 or more degrees of success, he may instead gain two of the qualities in the list.

Morbid Resolve

If the Legionary suffers the results of the Overheats quality of his weapon, he may opt to ignore the effects of the quality, resolving the attack as normal. For every hit ignored in this way, at the conclusion of the encounter the Legionary then suffers the effects of the Overheats quality, suffering energy damage equal to the weapon's damage, ignoring armor, to the Body location.

Khenetai Blademaster

The Khenetai Occult were a sect within the Order of the Jackal, who served as guardians of the five Prosperine Cults. Bound to their allies by psychic oaths, the Khenetai were initiates into the Jackal Cult's innermost secrets. Their blades were custom forged, crystalline infused ceramite inscribed with the wielder's secret names and deeds. In times of battle, such was the unison of their tactics that they were less a squad and more extensions of a single terrifying warrior.

Requirements: Rank 4 or more
Standard Issue Wargear: Two Force Swords (in the shape of sick nasty khopeshes)
Legion: Thousand Sons

Khenetai Blademaster Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Invocation	200	Skill	Acrobatics +20
Invocation +10	400	Skill	Invocation
Invocation +20	400	Skill	Invocation +10
Scholastic Lore (Choose One)	200	Skill	Invocation +20
Scholastic Lore (Choose One) +10	400	Skill	Scholastic Lore (Choose One)
Scholastic Lore (Choose One) +20	400	Skill	Scholastic Lore (Choose One) +10
Assassin Strike	500	Talent	Ag40, Acrobatics
Lightning Reflexes	500	Talent	
Two Weapon Wielder (Melee)	500	Talent	WS35, Ag 35
Blade Dancer	800	Talent	
Whirlwind of Death	1000	Talent	
Psy Rating 5	500	Talent	Psy Rating 4
Psy Rating 6	500	Talent	Psy Rating 5
Mindsong of Blades	1500	Talent	Whirlwind of Death

New Talents

Blade Dancer

When armed with two Melee weapons, the Legionary negates the penalty for Two-Weapon Fighting.

Mindsong of Blades

When the Legionary is joined in Melee Combat by at least one ally, he may perform one additional attack in melee combat, stacking with talents that grant additional attacks. When the Legionary is joined in Melee Combat by at least two allies, he may perform one additional attack in melee combat, stacking with talents that grant additional attacks, and gains a +10 to all Weapon Skill tests. When the Legionary is joined in Melee Combat by at least three allies, he may perform two additional attacks in melee combat, stacking with talents that grant additional attacks, and gains a +10 to all Weapon Skill tests. The Legionary does not necessarily have to outnumber enemies to gain this bonus, just having your homies by your side is enough.

Ammitara Fate

Existence of the Ammitara Occult Intercession Cabals was a closely guarded secret of the Thousand Sons, for they were the militant arm of the Order of the Blind, masters of misdirection, reconnaissance, espionage, and assassination. They could call upon a wide range of experience from spying on other Legions, and it was a testament to their skill that even their own Legion doubted their existence. The Ammitara Intercession Cabals were an almost invisible force on the battlefield, and it was only within the blasted wreckage of Prospero that their existence could finally be confirmed.

Requirements: Rank 4 or more
Standard Issue Wargear: Scout Armor, Sniper Rifle OR Plasma Gun, three Blind Grenades
Legion: Thousand Sons

Ammitara Fate Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	400	Skill	Concealment
Concealment +20	400	Skill	Concealment +10
Deceive	200	Skill	
Deceive +10	400	Skill	Deceive
Deceive +20	400	Skill	Deceive +10
Silent Move	200	Skill	
Silent Move +10	400	Skill	Silent Move
Silent Move +20	400	Skill	Silent Move +10
Foresight	500	Talent	Int 30
Infused Knowledge	500	Talent	Int 40
Marksman	500	Talent	BS35
Stealth Sniper	1000	Talent	Concealment +10
Target Selection	1000	Talent	BS50
Psy Rating 5	500	Talent	Psy Rating 4
Psy Rating 6	500	Talent	Psy Rating 5
Mind Killer (Psychic Power)	1000	Talent	

Mind Killer

Prerequisites: Psy Rating 5
Action: Full Action
Focus Power: Difficult (–10) Willpower
Range: 3m x Psy Rating
Sustained: Free Action
Description: Yeah, yeah, Dune. The Legionary takes a deep breath, focuses amongst the bullshit of the real world, and lets that shit go. His mind clear, he is able to psychically enhance his attack, firing with preternatural accuracy, psychokinetically accelerating his shell, or even rip the enemy's blood out of the bullet hole. Brutal.

The Legionary targets himself or a single ally within range and line of sight. The target may reroll failed Ballistic Skill tests, and reroll the damage dice from ranged attacks, the second result standing. The target also ignores armor points granted by cover the enemy benefits from.

Numerologist

In the Thousand Sons, the maintenance of wargear, voidships, and war machines that would normally be filled by Techmarines would instead be filled by the Order of Ruin, a subsect of mystics whose skill with machines was matched by tactical acumen. By psychically linking with their brethren, the Numerologists could react to changes in tactical plans with fluid synchronicity, regardless of distance, while still retaining their mastery of technology that the Legion's psychic wargear required.

Requirements: Rank 1 only, Techmarine
Standard Issue Wargear: Volkite Charger, Force Axe, Artificer Armor, Servo-Arm, Cyber-Familiar
Legion: Thousand Sons
Note: When selecting a Psychic Discipline at Character Creation, the Numerologist may only select between the Divination and Telepathy disciplines. He may not purchase the Cult Arcana talent.

Numerologist Advances

Advance	Cost	Type	Prerequisites
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Scholastic Lore (Numerology)	200	Skill	
Scholastic Lore (Numerology) +10	400	Skill	Scholastic Lore (Numerology)
Scholastic Lore (Numerology) +20	400	Skill	Scholastic Lore (Numerology) +10
Tech Use	200	Skill	
Tech Use +10	400	Skill	Tech Use
Tech Use +20	400	Skill	Tech Use +10
Combat Formation	500	Talent	
Combat Sense	500	Talent	Perception 40
Wisdom of the Ancients	500	Talent	
Psy Rating 5	500	Talent	Psy Rating 4
Psy Rating 6	500	Talent	Psy Rating 5
Life-Warded	500	Talent	
Psy-Synchronicity (Psychic Power)	1000	Talent	

Life-Warded

The Legionary may not be the target of enemy attacks if there is an allied Legionary within 10m. If the Legionary is engaged in melee with only a single opponent who is not engaged in melee with anyone else, this talent ceases to function. Should an ally join the melee alongside the Legionary, the talent is restored, but the Legionary may not perform any Attack actions whatsoever while engaged in melee alongside allies. He still grants bonuses to allies from talents such as Double Team, however.

Psy-Synchronicity

Prerequisites: Psy Rating 5
Action: Full Action
Focus Power: Difficult (–10) Willpower
Range: 10m x Psy Rating
Sustained: Free Action
Description: The Legionary acts as a locus to support allies on the field, and to guide additional support assets to where they are needed most.

The Legionary targets a number of allies within range and line of sight equal to his Willpower Bonus. Until the start of the Legionary's next turn, allies benefitting from the Psychic Power may reroll failed Command tests to summon Strategic Assets, and gain a +10 bonus to Ballistic Skill tests. As long as this power is sustained, the Legionary may not perform any kind of Ranged Attack action of his own, but he may perform Melee Attack actions if required.

Reaver Chieftain

The Sons of Horus would continue to evolve their despoiler and assault squads, matching their natural way of warfare with Cthonian gang culture. Reaver units specialize in lightning-swift assaults to maim and disable foes, cutting down the weak and isolated, and sowing panic and disorder in the remainder. Reavers' greatest weapon was their adaptability, able to fight in void operations, battlefield shock assaults, and scouring operations. Each Reaver customized his appearance and wargear, and the greatest Chieftains were furnished with the finest weapons and armor the Warmaster could provide.

Requirements: Rank 4 or more
Standard Issue Wargear: Power Sword, Plasma Pistol
Legion: Sons of Horus

Reaver Chieftain Advances

Advance	Cost	Type	Prerequisites
Ciphers (Underworld)	200	Skill	
Ciphers (Underworld) +10	400	Skill	Ciphers (Underworld)
Ciphers (Underworld) +20	400	Skill	Ciphers (Underworld) +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Crack Shot	500	Talent	BS40
Crippling Strike	500	Talent	WS50
Double Team	500	Talent	
Peer (Underworld)	500	Talent	Fel 30
Talented (Choose One)	500	Talent	
Assassin's Eye	1500	Talent	
Catulan Reaver	1500	Talent	

New Talents

Assassin's Eye

When the Legionary successfully scores Righteous Fury against a living, non-vehicle, non-Daemon Engine opponent, the Legionary also rolls 1d5 on the Critical Hit table for the location hit, and applies the appropriate Critical result to that location. Talents and abilities that increase critical hit damage apply their benefit to this roll.

Catulan Reaver

When outnumbering an enemy in melee combat, the Legionary's melee weapons gain the Cripping (X) quality, where X is equal to the Legionary's Weapon Skill bonus.

Chieftain Standard Bearer

The greatest of the Chieftains of the Sons of Horus would be inducted into entire squads of chosen warriors, an echo of Cthonian underhive culture where the title of Chieftain was given to the gang lord's most loyal coterie. When such a collection of heroes was required, it was not just to attack or command, but to defend, and proudly bear the banner of the Legion upon the battlefield.

Requirements: Rank 4 or more
Standard Issue Wargear: Artificer Armor, Bolter with Banestrike Bolts, Power Sword, Boarding Shield
Legion: Sons of Horus

Chieftain Standard Bearer Advances

Advance	Cost	Type	Prerequisites
Ciphers (Underworld)	200	Skill	
Ciphers (Underworld) +10	400	Skill	Ciphers (Underworld)
Ciphers (Underworld) +20	400	Skill	Ciphers (Underworld) +10
Command	200	Skill	
Command +10	400	Skill	Command
Command +20	400	Skill	Command +10
Parry	200	Skill	
Parry +10	400	Skill	
Parry +20	400	Skill	
Bolter Drill	500	Talent	
Duty Unto Death	500	Talent	WP 45
Exemplar of Honor	500	Talent	
Crippling Strike	500	Talent	WS50
Stalwart Defense	500	Talent	
Standard Bearer	1000	Talent	
Kingslayer	1500	Talent	

New Talents

Standard Bearer

Allies within Support Range may use the Legionary's Willpower characteristic for Fear and Pinning tests rather then their own.

Kingslayer

The Legionary may reroll failed Weapon Skill tests of up to one degree of failure when engaging a Master-class enemy in melee. If the Legionary is engaged in melee with only a single opponent who is not engaged in melee with anyone else, he may instead reroll ALL failed Weapon Skill tests.

Ashen Circle Iconoclast

An offshoot of the Legion's Destroyer Corps, the Ashen Circle was created to destroy an enemy's culture, and raze their centers of learning and faith to the ground. They would hunt down spreaders of false doctrine, consigning it to eradicating flame. The Ashen Circle would often charge ahead, targeting the source of an enemy's morale, and rip them apart with their axe-rakes. While the units originally tore down religious institutions to replace with the Imperial Creed, after Lorgar's chastisement they would spread far darker creeds.

Requirements: Rank 4 or more
Standard Issue Wargear: Jump Pack, Hand Flamer, Axe-Rake, one Phosphex Bomb
Legion: Word Bearers

Ashen Circle Iconoclast Advances

Advance	Cost	Type	Prerequisites
Charm	200	Skill	
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Cleanse and Purify	500	Talent	
Furious Assault	500	Talent	WS35
Hatred (Choose One)	500	Talent	
Litany of Hate	500	Talent	Hatred (Choose One)
Thunder Charge	800	Talent	
Scourge of Heretics*	600	Talent	
Burning Descent	1000	Talent	
Scorched Earth	1500	Talent	Thunder Charge, Cleanse and Purify
Imperial Truth	1500	Talent	Hatred (Choose One)

New Talents

Burning Descent
When the Legionary engages his Jump Pack and ends any kind of movement action adjacent to an enemy, that enemy suffers 1d10+5E damage with a penetration of 4. Hordes are hit a number of times equal to the Legionary's Agility Bonus.

Scorched Earth
The Legionary's bonus attack granted by the Thunder Charge talent inflicts an extra die of damage, and gains the Flame quality.

Imperial Truth
When attacking an enemy for whom he possesses the appropriate Hatred talent, he increases the penetration of all attacks by an amount equal to his Willpower Bonus. This bonus may be transferred by the Litany of Hate talent.

*Regarding the Scourge of Heretics, since there is not yet any real measure of "Heresy" during the Great Crusade, treat "Heretics" as non-compliant humans, who cling to religion over the secular Imperial Truth. If your game is set during the Age of Darkness rather than the Great Crusade, this then applies to the followers of the Imperial Truth instead, as the Legionary has by now fully embraced the whispers of Chaos!

Vor Nergeth Procurator

Although technically the Vor Nergeth were adorned with the helix of the Apothecarion, their main task was not the preservation of life, but the harvest of organs and desecration of bodies. These would be used in dark rituals, bringing forth the Daemons of the Warp, and imbuing themselves and allies with the stolen life force of murdered victims. It was the Vor Nergeth who realized that the progenoids of fallen legionaries provided the best base for the rituals that would be carried out over the next ten thousand years.

Requirements: Rank 4 or more
Standard Issue Wargear: Narthecium, Heavy Chainsword
Legion: Word Bearers

Vor Nergeth Procurator Advances

Advance	Cost	Type	Prerequisites
Invocation	200	Skill	Invocation
Invocation +10	400	Skill	Invocation +10
Invocation +20	400	Skill	
Medicae	200	Skill	Medicae
Medicae +10	400	Skill	Medicae +10
Medicae +20	400	Skill	
Psyniscience	200	Skill	Psyniscience
Psyniscience +10	400	Skill	Psyniscience +10
Psyniscience +20	400	Skill	
Crippling Strike	500	Talent	WS 50
Flesh Render	500	Talent	
Sure Strike	500	Talent	WS 35
Precise Blow	500	Talent	WS 40, Sure Strike
Warp Sense	500	Talent	Psyniscience, Per 30
Improved Warp Sense	500	Talent	Warp Sense
Master Chirurgeon	1000	Talent	Medicae +10
Ritual of the Flesh Harvester	1000	Talent	
Dark Renewal	1000	Talent	

New Talents

Ritual of the Flesh Harvester

After the Legionary or an ally slays an enemy in melee combat during a combat encounter, the Legionary may perform a Challenging (+0) Invocation test as a Full Action in their subsequent round. If this test is successful, one allied psyker within support range may add +1 to the final Psy Rating of any Unfettered Psychic Power of any Discipline, or +X to the final Psy Rating of a Pushed power of the Malefic Psychic Discipline, where X is the Degrees of Success on the Invocation test. This benefit is lost if it is not used by the start of the Legionary's next turn. If this ritual was successfully performed at least once to enhance a power of the Malefic Psychic Discipline, the Legionary gains an additional point of Renown at the conclusion of the mission.

Dark Renewal

After slaying an enemy, the Legionary may perform a Challenging (+0) Invocation test as a Full Action in their subsequent round. If this test is successful, one ally within support range may immediately recover a number of lost wounds equal to 1d5 plus the number of degrees of success on the Invocation test, this damage counting as having healed naturally. However, both the Legionary and the ally gain 1d5 Corruption Points, because that shit was fucking nasty, goddamn.

Gal Vorbak
Dark Martyr

Unlike their debased Possessed descendents, the Gal Vorbak, "Blessed Sons" in Cholchisian, were perfect fusions of Legionary and Daemon, unified as kindred spirits rather than competitors within the same body. They were the original pilgrims, launched from the Word Bearers' newly conquered world of Cadia into the Eye of Terror, and were granted the greatest of blessings. In battle, they could shift into a new, monstrous form, towering over other Legionaries and spreading the word of Chaos the most direct way possible.

Requirements: Rank 4 or more, Renown 40+
Standard Issue Wargear: Power Sword, Boltgun
Legion: Word Bearers

Gal Vorbak Dark Martyr Advances

Advance	Cost	Type	Prerequisites
Deceive	200	Skill	
Deceive +10	400	Skill	Deceive
Deceive +20	400	Skill	Deceive +10
Forbidden Lore (Daemonology)	200	Skill	
Forbidden Lore (Daemonology) +10	400	Skill	Forbidden Lore (Daemonology)
Forbidden Lore (Daemonology) +20	400	Skill	Forbidden Lore (Daemonology) +10
Psyniscience	200	Skill	
Psyniscience +10	400	Skill	Psyniscience
Psyniscience +20	400	Skill	Psyniscience +10
Combat Master	500	Talent	WS30
Crushing Blow	500	Talent	S40
Flesh Render	500	Talent	
Hardy	500	Talent	T40
Swift Attack	500	Talent	WS35
Lightning Attack	500	Talent	Swift Attack
Thunder Charge	800	Talent	
Daemonic Transformation	3000	Talent	

New Talent

Daemonic Transformation

Unlike the pitiful Possessed that would follow them, the Gal Vorbak alone were flawless in their fusion, the powerful daemon working with the Legionary as a team of equals, which allowed the Legionary to shift from his normal form to an unstoppable daemonic juggernaut, and back as needed.

The Legionary may shift into his Daemonic Form as a Full Action. If he succeeds at a Challenging (+0) Forbidden Lore (Daemonology) test at the start of the round he wishes to transform, this is instead a Free Action. Switching out of Daemonic Form is a Full Action no matter the situation.

The Legionary applies the following benefits and effects in his altered state.

- Gain the Daemonic (1) and From Beyond Traits, as well as a PR35 defensive field that does not overload, representing defensive warp auras.
- Increase Unnatural Strength Modifier by +1
- Gain the Size (Enormous) Trait
- Gain the Brutal Charge Trait and Berserk Charge Talent
- The Legionary's Weapons gain the Razor Sharp Quality, or the Warp Weapon quality if they already possessed the Razor Sharp Quality.
- The Legionary may not enter Squad Mode with his allies, nor initiate his own Squad Mode ability.
- The Legionary no longer gains Corruption Points. Nothing could compare to hosting a Daemon, after all.

Such is the union between the Legionary and Daemon that the Legionary never stands to lose control of himself to the Daemon, and the Daemon is genuinely helpful to the Legionary – this was, after all, the plan of the Gods to show the union of man and warp before giving future Possessed a raw deal. Finally, the Legionary must select an Alignment to one of the four Chaos Gods, Khorne, Slaanesh, Tzeentch, or Nurgle. When he shifts into his Daemonic Form, he may select one Gift as aligned to his god to apply for that transformation. While this benefit cannot be switched during the encounter, a new benefit may be freely selected the next time the Legionary shifts. A patron God MUST be chosen – Chaos Undecided is in a curious place, after all.

Khornate Gifts
The Legionary gains 4 Armor Points on all locations, as gleaming brass begins to flow across his armor.
Psykers within 8m of the Legionary halve their Psy Rating, and Force Weapons lose the Force Quality. The Legionary gains a +20 bonus to resist Psychic Powers.
The Legionary gains the Fear (2) Trait, or increases his Fear Rating by 2, to a maximum of 4, and the Hatred (Everything) talent.

Tzeentchian Gifts
The Legionary gains the Psy Rating 4 Talent, and selects one of the five main disciplines. He then selects three powers from that one discipline, and may manifest said powers until the next time he shifts to his normal form. He may select a new discipline and new powers every time he shifts into his daemonic form.
The Legionary increases the Protection Rating of his defensive field by +15.
When an enemy is hit by the Legionary's melee weapons, the enemy must test Willpower, or catch fire. This fire inflicts 1d10+4 damage, wounding against the enemy's Willpower Bonus.

Slaaneshi Gifts
As a Full Action, the Legionary may select an enemy and make an Opposed Deceive vs Willpower test. If the target fails, it loses the ability to target the Legionary with any attacks for a number of Rounds equal to the Degrees of Failure by which it lost the Test. The target can apply any bonuses to this Opposed Test that would apply to resisting a psychic attack against it.
The Legionary gains the Unnatural Speed trait.
The Legionary's melee attacks gain the Crippling (X) quality, where X is equal to the Legionary's Weapon Skill Bonus.

Nurglite Gifts
Enemies adjacent to the Legionary must make a Challenging (+0) Toughness Test at the start of their round or suffer 1d10 damage, ignoring armor and toughness.
The Legionary gains the Regeneration (X) Trait, where X is equal to the Legionary's unmodified Toughness Bonus.
The Legionary's melee attacks gain the Corrosive quality.

Pyroclast Warden

Burning fury of the Legion given form, the Pyroclasts took the place of the Destroyer units as a unit created to bring utter destruction to enemies. Armed with Pyroclast flame projectors, designed by Vulkan himself, the Pyroclasts burn away everything in front of them. Fire is a source of renewal, rebirth, and redemption to these Legionaries, but for there to be renewal, the past must be burned away. These Legionaries know no mercy or reprieve as they burninate the countryside.

Requirements: Rank 4 or more
Standard Issue Wargear: Artificer Armor, Pyroclast Flame Projector
Legion: Salamanders

Pyroclast Warden Advances

Advance	Cost	Type	Prerequisites
Demolition	200	Skill	
Demolition +10	400	Skill	Demolition
Demolition +20	400	Skill	Demolition +10
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Logic	200	Skill	
Logic +10	400	Skill	Logic
Logic +20	400	Skill	Logic +10
Resistance (Heat)	200	Talent	
Duty unto Death	500	Talent	
Foresight	500	Talent	Int 30
Meditation	500	Talent	
Sacred Flame	1000	Talent	Cleanse and Purify
Melta Weapon Mastery	1000	Talent	BS50, Melta Weapon Expertise
Mantle of Ash	1500	Talent	Resistance (Heat)

New Talents

Sacred Flame
Weapons wielded by the Legionary with the Flame quality gain the Vengeful (9) Quality.

Melta Weapon Mastery
Whenever the Legionary makes an attack with a weapon possessing the Melta quality, he deals +2 additional Penetration for every two Degrees of Success he scores on the Ballistic Skill Test beyond the first. This bonus applies after the doubling of Penetration for the Melta Quality whenever that Quality takes effect.

Mantle of Ash
The Legionary gains a PR35 defensive field, which does not overload under normal conditions, against Flame, Plasma, Melta, and Volkite-class weapons. At the GM's discretion, this field may apply to other weapons that inflict heat-based damage.

Adherent Sergeant

Disciples of the Flame were a group of fanatics within the XVIII Legion, who split off into ad-hoc units with the blessing of their commanders. Wholly dedicated to the Prophecies of the Flames, they were known by many names, but internally, they simply called themselves Adherents of the Creed. Fighting with fanatical zeal, they put traitors and their defenses to the torch via wholesale destruction, though the dogged pursuit of their own agenda would be frustrating for other Loyalist forces.

Requirements: Rank 4 or more
Standard Issue Wargear: Combi-Flamer with Dragon's Breath Augment and Chainsword OR Heavy Flamer with Dragon's Breath Augment
Legion: Salamanders

Adherent Sergeant Advances

Advance	Cost	Type	Prerequisites
Ciphers (Prophecies of Dracos)	200	Skill	
Ciphers (Prophecies of Dracos) +10	400	Skill	
Ciphers (Prophecies of Dracos) +20	400	Skill	
Intimidate	200	Skill	
Intimidate +10	400	Skill	
Intimidate +20	400	Skill	
Survival	200	Skill	
Survival +10	400	Skill	
Survival +20	400	Skill	
Cleanse and Purify	200	Talent	
Foresight	500	Talent	Int 30
Hip Shooting	500	Talent	BS40, Ag40
Unshakeable Faith	500	Talent	
Guided by Prophecy	1000	Talent	
Roaring Flames	1000	Talent	
Consecration	1500	Talent	

New Talents

Guided by Prophecy

When the Legionary is in melee combat, they may perform a Difficult (-10) Willpower test as a Free Action. If this test is successful, the Legionary gains a +10 bonus to Weapon Skill tests, and may roll 1d10 for every hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored. Both effects last until the start of the Legionary's next turn.

Roaring Flames

During a combat encounter, whenever the Legionary destroys an enemy with a weapon with the Flame Quality, or the damage caused by the Flame quality, the Legionary adds an additional 1d10 to the damage inflicted by their Flame Quality until the end of the encounter, to a maximum of an additional 2d10.

Consecration

When performing the Charge action, the Legionary's melee weapons gain the Flame quality. If the Legionary scores Righteous Fury during a Charge Action, the Legionary automatically lights the enemy on fire, and the damage from the Flame quality ignores armor, toughness, and defensive fields as long as the enemy is on fire.

Mor Deythan Shade

Also known as the Shadow Masters, the Mor Deythan are an infiltration cadre within a Legion already specializing in such things. They're literally double ninjas. Each member of the Mor Deythan was at Corax's side during the first Lycaen Uprising which saw his world freed. Grizzled veterans, confident in their abilities, so skilled are the Mor Deythan that many say they have a hint of their Primarch's shadow walk, remaining hidden even in plain sight.

Requirements: Rank 4 or more
Standard Issue Wargear: Sniper Rifle OR Volkite Charger OR Plasma Gun
Legion: Raven Guard

Mor Deythan Shade Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	400	Skill	Concealment
Concealment +20	400	Skill	Concealment +10
Survival	200	Skill	
Survival +10	400	Skill	Survival
Survival +20	400	Skill	Survival +10
Tracking	200	Skill	
Tracking +10	400	Skill	Tracking
Tracking +20	400	Skill	Tracking +10
Crack Shot	500	Talent	BS40
Eye of Vengeance	500	Talent	BS50
Sharpshooter	500	Talent	BS40, Deadeye Shot
Talented (Silent Move)	500	Talent	
Mastery (Concealment)	1000	Talent	
Fatal Strike	1500	Talent	
Shadow Lord	1500	Talent	

New Talents

Fatal Strike

Once per encounter, at the start of any round, the Legionary may declare his next ranged attack to be a Fatal Strike. Until the beginning of his next round, one ranged weapon of the Legionary's choice gains the Twin-Linked and Razor Sharp qualities. If the Legionary's chosen weapon is a sniper rifle, the weapon's damage rolls are resolved at Pen 8 instead of the weapon's normal penetration value, in addition to the Twin-Linked and Razor Sharp qualities. Declaring this talent does not preclude other declaration talents, such as Eye of Vengeance.

Shadow Lord

If the Legionary is not the closest target to an attacking enemy, the enemy suffers a -30 penalty to Ballistic Skill tests to attack the Legionary. In addition, the Legionary may always perform Concealment and Silent Move tests as a Free action, and may do so even while being observed. This talent has no effect against Daemons and enemies with a Psy Rating of any level.

Dark Fury
Chooser of the Slain

The Dark Furies of the Raven Guard are used to conduct decapitation strikes on pre-determined enemy leaders. They are not subtle assassins like the Mor Deythan, these guys haul ass into the middle of the field and begin ripping into everything. Usually deploying from the holds of specialized infiltration craft such as Darkwing (Duck) Gunships, the Dark Furies descend on silenced jump packs towards their unsuspecting targets.

Requirements: Rank 4 or more
Standard Issue Wargear: Master-Crafted Jump Pack, Artificer Armor, one pair of Raven Talons
Legion: Raven Guard

Dark Fury Chooser of the Slain Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	400	Skill	Acrobatics
Acrobatics +20	400	Skill	Acrobatics +10
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	400	Skill	Pilot (Personal)
Pilot (Personal) +20	400	Skill	Pilot (Personal) +10
Security	200	Skill	
Security +10	400	Skill	Security
Security +20	400	Skill	Security +10
Assassin Strike	500	Talent	Ag 40, Acrobatics
Berserk Charge	500	Talent	
Furious Assault	500	Talent	WS35
Lightning Reflexes	500	Talent	
Swift Attack	500	Talent	WS35
Sudden Strike	1000	Talent	
Fateful Descent	1000	Talent	

New Talents

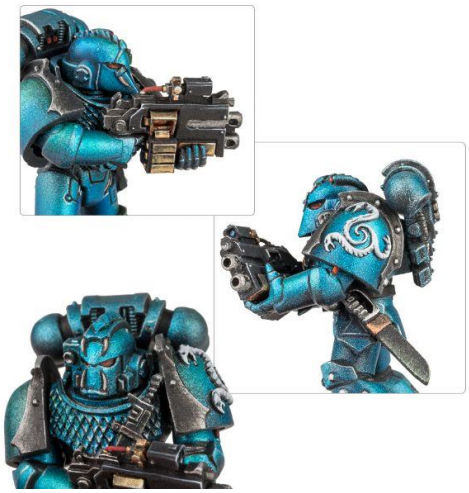
Sudden Strike

Before performing a Charge Action, the Legionary may make a Challenging (+0) Pilot (Personal) test. If this test is successful, the Legionary inflicts a penalty to the enemy's Dodge and Parry tests equal to 5x the number of Degrees of Success on the test.

Fateful Descent

The first time in a combat encounter the Legionary successfully performs a Charge attack while wearing a jump pack, the Legionary generates a cloud of smoke in a 3m radius around him. This grants the Legionary the benefit of the Fog, Mist, or Shadow Combat Condition (Deathwatch p. 248).

Headhunter Prime



History records that the Alpha Legion were the first to conceive of the Seeker Squads, which other Legions then incorporated into their structure. The Alpha Legion would then further refine the concept, creating the Headhunters. These infiltrators create chaos amongst the enemy's ranks by eliminating key officers and sabotaging important assets. These are the most skilled infiltrators and assassins of the Legion, and are equipped with prototype weapons capable of combating even Astartes armor. If their existence was known outside their Legion, they would be feared the galaxy over. But, then again, maybe this account is a lie **:^)**

Requirements: Rank 4 or more
Standard Issue Wargear: Twin-Linked Bolter with Banestrike Bolts, 3 Venom Spheres, Power Dagger
Legion: Alpha Legion

Headhunter Prime Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	400	Skill	Concealment
Concealment +20	400	Skill	Concealment +10
Shadowing	200	Skill	
Shadowing +10	400	Skill	Shadowing
Shadowing +20	400	Skill	Shadowing +10
Silent Move	200	Skill	
Silent Move +10	400	Skill	Silent Move
Silent Move +20	400	Skill	Silent Move +10
Crack Shot	500	Talent	BS40
Deadeye Shot	500	Talent	BS30
Sharpshooter	500	Talent	BS40, Deadeye Shot
Target Selection	800	Talent	BS50
Versatile Shooter	1200	Talent	Sharpshooter, Target Selection
Assassin's Shot	1500	Talent	BS45

New Talents

Versatile Shooter

When firing a single shot from a single Pistol, Heavy, or Vehicle weapon with the Accurate Quality and while benefitting from an Aim Action, the Legionary treats that weapon as if it was a Basic weapon for the purposes of inflicting additional Damage for additional Degrees of Success on his Ballistic Skill Test.

Assassin's Shot

When the Legionary successfully scores Righteous Fury against a living, non-vehicle, non-Daemon Engine opponent with a Ranged Attack, the Legionary also rolls 1d5+X on the Critical Hit table for the location hit, where X is the Legionary's Perception Bonus, and applies the appropriate Critical result to that location. Talents and abilities that increase critical hit damage apply their benefit to this roll.

Effrit Principal

Though usually categorized under the title of Effrit Stealth Squad, the reality is, as with everything the Alpha Legion does, far more complex. Effrit squadrons are comprised of highly capable individuals, and assigned missions that would be suicide for any other Legionary. The Effrit specialized in reconnaissance, unlike the Headhunters who specialized in assassination, their close-range observation putting them in the perfect place for disruption strikes on vulnerable enemy positions.

Requirements: Rank 4 or more
Standard Issue Wargear: Banestrike Shotgun, 3 Frag Grenades, 3 Krak Grenades, 3 Blind Grenades, Hydra's Wail Disruption Array
Legion: Alpha Legion

Effrit Principal Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	400	Skill	Concealment
Concealment +20	400	Skill	Concealment +10
Silent Move	200	Skill	
Silent Move +10	400	Skill	Silent Move
Silent Move +20	400	Skill	Silent Move +10
Tech Use	200	Skill	
Tech Use +10	400	Skill	Tech Use
Tech Use +20	400	Skill	Tech Use +10
Hard Target	500	Talent	Ag40
Hip Shooting	500	Talent	BS40, Ag40
Bolter Drill	500	Talent	
Step Aside	800	Talent	Ag40, Dodge
Vanguard Suppressor	1200	Talent	
Priority Targeter	1500	Talent	

New Talents

Vanguard Suppressor

Troop-class and Elite-class enemies who suffer the effects of the Legionary's Hydra's Wail Disruption Array with three or more degrees of success on the Tech Use test cannot benefit from or use talents, traits, or abilities that they possess with active effects (usually performing some sort of test to activate an effect, though the GM has final say), and their base movement rate is reduced to 1, until the start of the Legionary's next turn. Master-class enemies may only perform a Half Action during their next turn.

Priority Targeter

Enemies who suffer the effects of the Legionary's Hydra's Wail Disruption Array with three or more degrees of success on the Tech Use test suffer additional damage from all allies' ranged and melee attacks equal to the Legionary's unmodified Intelligence bonus, until the start of the Legionary's next turn. This is improved to the Legionary's Intelligence bonus if the enemy is a vehicle, structure, or enemy with the Daemon Engine trait.

Knight Errant

The Knights Errant are an ever-expanding band of elite Legionaries, each an exemplar of the Emperor's Vision, and each a champion of humanity. Tested in myriad trials, those of the Knights Errant are the chosen of Malcador the Sigillite, and fully dedicated to Malcador's cause in tasks that transcend even the fires of the Age of Darkness. Having foresworn their oaths to their original legions, their armor is replaced by finest artifice, in ceramite grey, bearing only the mark of the Sigillite himself, though many cannot help but keep trinkets of their pasts, and the training one received never truly leaves them. As the host of the Knights Errant grew, often by tracking and acquiring prospective members from the shadows, Malcador the Sigillite's grand plans would slowly come to pass.

Requirements: Rank 5 or more, 60+ Renown
Standard Issue Wargear: Paragon Bolter OR Combi-Weapon OR Astartes Sniper Rifle, Master-Crafted Bolt Pistol (Any Pattern), Master Crafted Power Weapon (Any Type), Iron Halo, Artificer Armor
Legion: Any

Knight Errant Advances

Advance	Cost	Type	Prerequisites
Ciphers (Sigillite)	200	Skill	
Ciphers (Sigillite) +10	400	Skill	Ciphers (Sigillite)
Ciphers (Sigillite) +20	400	Skill	Ciphers (Sigillite) +10
Concealment	200	Skill	
Concealment +10	400	Skill	
Concealment +20	400	Skill	
Shadowing	200	Skill	
Shadowing +10	400	Skill	
Shadowing +20	400	Skill	
Deadeye Shot	500	Talent	BS30
Sharpshooter	500	Talent	BS40, Deadeye Shot
Sure Strike	500	Talent	WS30
Precise Blow	500	Talent	WS40, Sure Strike
Hatred (Traitor Legions)	500	Talent	
Scourge of Heretics	600	Talent	
By Falsehood Cloaked	800	Talent	
Oath of Moment	1000	Talent	

New Talents

By Falsehood Cloaked

The Knight Errant is considered to automatically pass Concealment and Silent Move tests performed outside of combat by a number of Degrees of Success equal to his Intelligence Bonus. During the first round of a combat encounter, enemies gain no bonus to Weapon Skill tests as part of the Charge Action, and suffer both a -20 penalty as well as no bonuses of any kind to Ballistic Skill tests, when targeting the Knight Errant.

NEW TALENTS

OATH OF MOMENT

The Knight Errant is chosen for a reason, and is given a specific and vital objective to complete for the Sigillite's far reaching and secret "silent war" to continue. A Knight Errant is fated to do great deeds, and even a single loss is a terrible blow to the Imperium. The Knight Errant must complete this mission, for the fate of the Imperium rests upon it…or so he is told.

During the Oath-taking phase of mission planning, the GM will generate a special Objective for the Knight Errant. If this special objective is completed, the Knight Errant and his allies gain additional renown as listed in the objective. If this objective is failed, not only is Renown not awarded regardless of the completion status of other objectives, but the Knight Errant and his allies lose an amount of renown equal to 1d5+the Knight Errant's Fellowship bonus, and the mission is considered an overall failure.

CRUSADER

The Knight Errant must drive deep into enemy territory to complete the objective of the Sigillite. The GM declares one Secondary or Tertiary objective as the target of the Knight Errant's Oath of Moment. Completion of this objective grants one additional point of Renown.

PROTECTOR

The Knight Errant is given a charge, and told to protect them at all cost. The GM declares the Knight Errant must protect a specific target, such as an allied NPC. If this character is killed during the mission, or is taken out of action by burning fate to live, the objective is failed. Completion of this objective grants 1d5 additional points of renown.

HAND OF THE SIGILLITE

The Sigillite himself has declared a specific objective paramount, whether it be recovering intelligence, capturing a target alive, or sabotaging a key enemy installation. The GM declares one Primary objective as the target of the Knight Errant's Oath of Moment. Completion of this objective grants 1d5+1 additional points of Renown.

HEADSMAN

The Knight Errant is dispatched to slay a key enemy figure during the mission, one who jeopardizes the Sigillite's carefully-laid plans. If this enemy figure survives the mission, such as by escaping the battlefield, the objective is failed. Completion of this objective grants 1d5+3 additional points of renown.

KINGSLAYER

All bets are off. Someone so key to the war effort has been sighted that all previous orders are void – this target must be taken out, or at least stopped. This could be a warfleet commander, a praetor of an entire war theater…even a Primarch. If this enemy figure manages to complete their desired task during the mission, the objective is failed. Note that as the target may be more than human, success relies on halting the enemy's mission rather than outright facetanking damage until one side lies dead. Completion of this objective grants additional points of renown equal to 1d5+the Knight Errant's Fellowship Bonus.

III

Legionary Armorium

LEGIONARY ARMAMENTS

LEGIONARY VEHICLES

LEGIONARY ASSETS

RELICS OF THE AGE OF DARKNESS

Chapter III: Legionary Armorium

"What did Tallarn look like before the Iron Warriors descended on it, Thexus?"
"IT WAS A VERDANT AGRI-WORLD, CONSUL. IT WAS CAPABLE OF GROWING FOOD AND VEGETATION FOR AN ENTIRE SUBSECTOR."
"And after the bombardment?"
"A SUNSCORCHED DESERT HOSTING THE RUSTED HULKS OF ONE MILLION TANKS."
"Perhaps we'll leave the Phosphex for today."

-Space Wolf Praetor "Felleye" Brynjol and Paragon of Metal Executor Thexus discuss tactical options.

The armories of the Legions were stocked with every possible weapon for any possible enemy. Even then, the Legions were hard-pressed at times to combat the horrors of the galaxy. Still, with grit and determination, the Legionaries pressed on, secure in their determination to continue the Great Crusade.

While some weapons would slowly decline over time, the turbulent Age of Darkness would see others take a new spotlight. The Volkite Charger, for instance, was superior in stopping power to the standard Terran Bolter, but the bolter's ease of manufacture and supply meant it would become the mainstay of the Legiones Astartes, the latter replacing the venerable former over the years. This is a time before the Storm Bolter was first created, where the Assault Cannon and Storm Shield were still in prototype design stage, where the Mechanicum was not yet afraid to try new things, and invent new forms of weaponry, where Jetbikes took to the skies.

The eighteen legions were forged for specific purposes, and they would gradually begin to favor weapons that aided these purposes. The Imperial Fists would grow to favor the defensive Storm Field, while the Blood Angels took to the Assault Cannon and Flamer with aplomb. The World Eaters would continue to wield the gladiatorial weapons of Nuceria, while the Iron Warriors preferred their mortars and artillery. All the while, nobody would notice the Warmaster Horus moving the best and newest equipment to those that swore themselves to him…

This chapter is split into four sections. Legionary Armaments details the weapons, armor, and general equipment the Legionaries could call upon, from simple Bolter Variants to Battle Automata. Special Legionary weapons like the Legatine Axe will also be profiled. Legionary Vehicles provides a full motor pool, from the Scimitar and Javelin, to the Fellblade and Sokar-pattern Stormbird. Legionary Assets details new assets available to summon for support, from Mechanicum contingents to the Talons of the Emperor and the Ordo Sinister. Finally, Relics of the Age of Darkness will introduce new Legionary Relics for use, like the Parthinian Serpent of the White Scars, or the Photonic Blade of the Blood Angels.

Legionary Armaments

"You just came to the wrong neighbor, heretic."

-Auroran Praetor Cortain points his Volkite Serpenta at the Chaos Lifeguards.

What a Legionary requires, he usually gets. As the Great Crusade pressed on, the once standardized Legiones Astartes would begin to diverge in purpose and armament. As the shining light of the Great Crusade gave way to the Age of Darkness, the Forge Lords of each Legion would improve not only their standard equipment, but also the specialist equipment that evolved from continued use, or Primarch preference.

It is during the Great Crusade that many weapons first came into being. The Combi-Bolter had not yet given way to the Storm Bolter, but weapons like the Assault Cannon and Storm Shield had entered testing with the Blood Angels, Imperial Fists, and Salamanders. Cyclone Missile Launchers had just been pioneered by the Iron Warriors and later the Ultramarines, leaving most with the Havoc Launcher. The Reaper Autocannon, an improved variant of the Autocannon, was widespread and equipped to many Terminator-armed forces. The Alpha Legion, ever secretive, had begun to create a new type of bolt round, the Banestrike Round, and nobody felt the need to question why it seemed purpose-built to pierce ceramite Power Armor.

The armaments here allow a Legionary to equip himself for any threat, be it the uncountable xenos of the galaxy, or the threat of betrayal from other Astartes. It is important to realize that not every weapon is listed here – some are in the Deathwatch Core Rulebook. Only new weaponry will be listed here. However, the following weapons are not available in the Age of Darkness, due to not having been invented yet, or general availability. Some prototypes, however, may be available to some legions.

- Storm Bolter
- Assault Cannon
- Thunder Hammer
- Storm Shield
- Grav Weaponry

Some weapons and abilities grant the Pinning quality to weapons, outside of specific actions like Suppressive Fire. That generalized quality is detailed here.

Pinning: When a target is on the receiving end of an attack of any kind from this weapon, even if the shot struck a hit location that is behind cover, or the target suffers no damage, the target must make a Hard (-20) Willpower test, or suffer the Pinning condition as detailed in the Deathwatch Core Rulebook.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Req	Renown
Archeotech Pistol	Pistol	30m	S/-/-	2d10+8E	6	8	2 Full	-	30	Distinguished
Lucifex	Pistol	15m	S/-/-	1d10+1E	4	5	4 Full	Fleshbane, Rad-Phage	25	Respected
Irad Cleanser	Basic	30m	S/-/-	1d10+3E	4	20	4 Full	Spray, Fleshbane, Rad-Phage	30	Respected
Irad Engine	Heavy	50m	S/-/-	1d10+12E	8	30	4 Full	Spray, Fleshbane, Rad-Phage. Torrent	35	Distinguished
Rad Grenade	Thrown	-	-	1d10+4E	8	-	-	Blast (2), Fleshbane, Rad-Phage	25	Respected
Rad Missile	Missile	-	-	1d10+10E	8	-	-	Blast (4), Fleshbane, Rad-Phage	30	Respected
Phosphex Bomb	Thrown	SBx3	S/-/-	2d10+5E	12	-	-	Blast (5), Corrosive, Toxic*, Lingering Death, Crawling Fire	40	Distinguished
Rotor Cannon	Heavy	150m	-/6/10	1d10+6I	3	200	3 Full	Tearing	15	-
Volkite Serpenta	Pistol	25m	S/-/-	2d10+2E	4	10	2 Full	Deflagrate	5	-
Volkite Charger	Basic	55m	S/2/-	2d10+3E	4	20	3 Full	Deflagrate	10	-
Volkite Caliver	Heavy	165m	S/2/3	2d10+6E	4	30	4 Full	Deflagrate	18	Respected
Volkite Culverin	Heavy	280m	S/2/4	2d10+9E	4	40	5 Full	Deflagrate	25	Distinguished
Autocannon	Heavy	300m	S/3/-	3d10+8I	6	20	2 Full	Reliable	21	-
Reaper Autocannon	Heavy	300m	S/4/-	3d10+8I	6	40	2 Full	Reliable, Twin-Linked	30	Respected
Plasma Blaster	Basic	60m	S/2/-	2d10+8E	12	6	2 Full	Volatile, Maximal	25	Respected
Phased Plasma Fusil	Basic	100m	S/2/3	1d10+10E	12	18	2 Full	Volatile, Maximal	30	Respected
Graviton Gun	Heavy	30m	S/-/-	-	-	3	2 Full	Blast (5), Concussive, Haywire, Graviton Pulse	25	Respected
Grenade Harness	Basic	20m	-/2/-	2d10+2X	0	-	2 Full	Blast (4), One Shot	15	-
Chainaxe	Melee	-	-	1d10+6R	6	-	-	Tearing, Unbalanced	8	-
Combat Shield	Melee	-	-	1d5+1I	0	-	-	Balanced, Power Field	20	Distinguished
Boarding Shield	Melee	-	-	1d10I	0	-	-	Unwieldy, Power Field	25	Distinguished
Charnabal Sabre	Melee	-	-	1d10+5R	0	-	-	Tearing, Duelist's Edge (1), Flawless Cut (3)	30	Respected
Charnabal Tabar	Melee	-	-	1d10+10R	0	-	-	Tearing, Duelist's Edge (1), Flawless Cut (4)	35	Respected
Charnabal Glaive	Melee	-	-	1d10+8R	0	-	-	Tearing, Duelist's Edge (2), Flawless Cut (3), Two-Handed	30	Respected
Paragon Blade	Melee	-	-	2d10+8E	10	-	-	Power Field, Murderous Strike	50	Hero
Power Maul	Melee	-	-	1d10+8E	4	-	-	Power Field, Concussive (0)	20	Respected
Force Axe	Melee	-	-	1d10+4R	2	-	-	Unbalanced, Force	30	Respected

Heavy Chainsword	Melee	-	-	1d10+10R	6	-	-	Tearing, Unbalanced	15	-
Aether-Shock Maul	Melee	-	-	1d10+8E	6	-	-	Deflagrate	30	Distinguished
Toxiferran Flamer	Basic	20m	S/-/-	1d10+9E	4	6	2 Full	Spray, Corrosive, Tainted	20	Distinguished
Corposant Stave	Melee	-	-	1d10+8E	6	-	-	Concussive (1), Haywire	25	Distinguished
Adrathic Winnower	Pistol	30m	S/-/-	2d10+3E	8	8	Full	Instant Death, Armorbane, Overheats	20	Distinguished
Adrathic Disintegrator	Basic	100m	S/2/-	2d10+3E	16	8	Full	Instant Death, Armorbane, Overheats	40	Distinguished

ARCHEOTECH PISTOLS

Even in this enlightened age of the Great Crusade, there were some miracles of technology that had not yet been recovered. Archeotech pistols is a catch-all term for a wide variety of pistol type weaponry from the Dark Age of Technology, be it a slug gun of prodigious power or a blaster of scything energy. The rich flaunt them, the aggressive use them, and often the only way to get them is to pry them from their user's cold dead hands.

RAD WEAPONRY

The Rad class of weaponry, consists of a number of weapons and projectiles used only against the most dangerous of xenoforms and hated enemies. They fire a blast of radiation that can boil a target alive, their bodies ripped apart at the cellular level. The unlucky few who survive will simply die later of radiation poisoning. Radical.

This Exotic Weapon group contains the Lucifex, Irad Cleanser, Irad Engine, Rad Grenade, and Rad Missile.

Fleshbane: Damage from this attack ignores Toughness Bonus. Armor functions normally.

Rad-Phage: Upon taking wounds, the enemy must make a Challenging (+0) Toughness Test or suffer 2d10 Toughness Damage.

Torrent: Instead of using the firing weapon as a point of origin, select a point within 15m as the shot's origin. Resolve the spray's normal 30° cone from that point, with the caveat that the cone must extend further than the point of origin – no looping sprays backwards!

PHOSPHEX BOMB

A corrosive and incendiary compound that even the Imperium feels should have remained dead and buried in the turbulent past, Phosphex burns with an eerie blue-green flame, and cannot be extinguished in anything short of vacuum. If this was not bad enough, the cloud of flame MOVES, seeking out movement around it to feed its unstoppable path of incineration. Worse than even Rad Weaponry, to resurrect Phosphex is to contaminate a place with the taint of death itself.

Phosphex Bombs inflict their base damage, ignoring armor and toughness, if the enemy fails a Hard (-20) Toughness test from the Toxic quality.

Lingering Death: After resolving the Phosphex Bomb attack, make note of the blast's final location. The blast cloud does not dissipate, but rather remains active at that location.

Crawling Fire: At the start of every round, the GM may move any Phosphex Bomb clouds from the Lingering Death rule up to 3m in any direction, as long as that direction is closer to a living organism – be it ally or enemy to the party. The GM must immediately resolve a Phosphex Bomb hit against anything that falls under the Phosphex Bomb cloud's new location. This will cause damage, but no new blasts are created (the only way to create more clouds is to chuck more Bombs).

ROTOR CANNON

The predecessor of the Assault Cannon, the Rotor Cannon is a multi-barreled heavy stubber that can put out a prodigious amounts of fire, though far weaker than its successor.

VOLKITE WEAPONS

Volkite Weapons are martian deathrays. They fire a red beam that, upon contact with an enemy, superheats them like a microwave, resulting in a wet-sounding pop. Remember the Expander from Duke Nukem 3D?

Yeah. That.

This Exotic Weapon group contains the Volkite Serpenta, Charger, Caliver, and Culverin. The Volkite Charger may be used as part of a Combi-Weapon in addition to other options, and may be taken with Terminator Armor.

Deflagrate: For every hit that inflicted at least one Wound on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.

IMPERIAL AUTOCANNONS

Autocannons are automatic, self-loading, solid projectile weapons powerful enough to take on many threats. Equally adept at damaging heavy infantry and light tanks, Autocannons are intended for long range support, while still remaining man portable by a single Legionary. Its larger cousin, the Reaper Autocannon, is a double-barrelled variant capable of greater firepower, but requires Terminator Armor to stabilize its massive recoil.

IMPERIAL PLASMA WEAPONRY

In addition to normal Plasma weaponry, the Legionaries of the Great Crusade could call upon new forms of plasma weapons, better understood if still slightly dangerous. The Plasma Blaster was capable of large bursts of damage at short range, at the cost of requiring Terminator Armor to power its cooling systems, while the Phased Plasma Fusil sacrificed some stopping power for a greater rate of fire.

GRAVITON GUN

Graviton Weaponry was not meant to be a weapon in the first place. Its worth in the dark days of the Horus Heresy, however, meant the weapons would be refined and improved over the following 10,000 years. The weapon's ability to crush enemies with the weight of their own armor quickly gave it a niche in armored combat.

Graviton Pulse: Everything caught in the gun's blast area is violently pressed to the floor and must take a Very Hard (–30) Strength Test or be knocked down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 1d10+X I Damage against the body location, ignoring armor and toughness, where X is the degrees of failure on the test. What the character or object is thrown against and how far they fall may well make this effect far worse. Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 60 (Unnatural (×2)) each Round. At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate. Vehicles, structures, and enemies with the Daemon Engine trait in the blast radius, if they do not dodge, instead suffer 2d10 Hull Integrity damage, ignoring armor.

GRENADE HARNESS

An auxiliary weapon designed to fit on Terminator Armor, the Grenade Harness is a one-shot weapon that releases a barrage of frag grenades at a target to distract the foe during a charge. A Grenade Harness cannot be reloaded during normal combat situations.

CHAINAXE

In addition to the Chainswords that many Legions made use of, the Chainaxe found its place amonst the more savage Legions, due to its greater killing power and armor piercing potential. Even then, its use was questioned by some, the Chainaxe infamous for its gory killing displays.

SHIELDS

The Legiones Astartes would make use of many types of defensive shields, such as the buckler-sized Combat Shield, or the full-body Boarding Shield preferred by Legion Breachers.

A Combat shield adds 3AP to the wielding Arm and Body, and has a PR25 protective field.

A Boarding shield adds 5AP to the wielding Arm and Body, and has a PR25 protective field, increasing to PR35 in melee.

CHARNABAL WEAPONS

Tracing their origins to the Duelling rings of Holy Terra, a Charnabal Sabre lacks the cutting ability of a power weapon, but there are those who believe that this allows for displays of true skill to shine through. Each forged in a different way, they speak of an individual's duelling style as much as their affluence.

This Exotic Weapon group contains the Charnabal Sabre, Charnabal Tabar, and Charnabal Glaive.

Duelist's Edge (X): When engaged in single melee combat with only one other enemy, the enemy suffers a penalty to dodge and parry tests equal to 10 times the X value in parentheses.

Flawless Cut (X): If a Weapon Skill test succeeds with X or more DoS, the attack is resolved at Pen 10.

PARAGON BLADE
Two-handed weapons of perfectly aligned balance and durability, the offensive potential of a Paragon Blade is unmatched. Paragon Blades have diverse origins – some are ancient relics of the Dark Age of technology, others are Xenos prizes from beyond the Halo Stars. All are sought after by warriors supreme. Paragon Blades ALWAYS require two hands to use.

Murderous Strike: When triggering Righteous Fury, the enemy must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc).

POWER MAUL
Somehow, this weapon isn't in Deathwatch normally. Anyway, this heavy energy maul is the third most common power weapon used. Unlike the Power Sword, which balances attack and defense, and the Power Axe, which prioritizes offense, the Power Maul prioritizes defense, its lower penetration offsetting slightly higher weapon strength for use against low-armored enemies, and the ability to concuss motherfuckers that you don't like.

FORCE AXE
Introduced after Deathwatch came out, the Force Axe is for those psykers who just want to chop their enemies. The Force Axe is far more offensively weighted than the Force Sword or Force Staff, the Force Axe pays for its higher base damage in being slightly unbalanced on the attack.

HEAVY CHAINBLADE
A heavy variant of the Chainblade designed to chew through xenos flesh and armor plate alike, the Heavy Chainblades are larger and more robust than normal chain weapons, which call back to ancient patterns shared with Astartes weaponry. It is usually only the strongest of automata and cybernetic shock troopers which wield the Heavy Chainblades, but troops of the Space Wolves are known to favor them as well.

Heavy Chainblades ALWAYS require two hands to use.

Heavy Chainblades require Weapon Training (Chain) to use properly.

CORPOSANT STAVE
A battle-stave fit with shock charge generators, this weapon is most often seen amongst the Prefecture Magisterium, the Mechanicum enforcers and "secret police" that deal with Hereteks and renegade machines. Corposant Staves ALWAYS require two hands to use.

TOXIFERRAN FLAMER
Many improvised chemical concoctions would be pioneered by the Dusk Raiders, the future Death Guard. One of the more devastating combinations was a mixture of horrific toxins and psi-reactive material whose recipe would be passed around the other nascent legions, soon earning a reputation to rival Phosphex and molecular acids. Greater versions of the Toxiferran Flamer, the Toxiferran Cannon, would find use amongst Legion Contemptor Dreadnoughts.

Tainted: If this weapon scores Righteous Fury, the hit is resolved at Pen 12. For every hit the bearer of the weapon inflicts that causes at least o ne Wound on an opponent, that opponent immediately loses the benefits of any positive effects granted by psychic powers until the start of the bearer's next turn.

ADRATHIC WEAPONS
Formerly the domain of the Legio Custodes, GW has declared that their favorite children, the Space Marines, shall be denied no longer. Also known as "disintegrator" weapons, these disrupt the molecular bonds of the target, tearing it apart, with only slight risk of deadly feedback.

This Exotic Weapon group contains the Adrathic Winnower and Adrathic Disintegrator. The Adrathic Disintegrator may be used as part of a Combi-Weapon in addition to other options.

Instant Death: After suffering at least one wound from this weapon, the enemy must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc).

"It's all well and good to have the best weapons, and I should know – I sell them. After seeing the Republican Commandos in action, my shell companies have been utterly swamped with orders from across the sector for exotic weapons like volkite chargers and Charnabal sabers. The Commandos even helped me sell a few directly, to which I am quite grateful. Nothing like a live fire field demonstration to show off the greatest the Imperium's weaponsmiths could call to bear once, and call to bear again now. That's all well and good, but I think the humans are missing something – I'd rather have a genius behind a common gun, than a fool wielding the best gun,

There was once a Dracon in the Detachments named Zaill Kralic. He was an ascetic, and sought to master both his weapons and himself. He was the kind of soldier to walk in front of an endless horde and dare them to TRY and hit him, something he actually did once. During one mission to piece together an old Atomantic Arc Reactor, many years before the Republican Commandos arrived, he and his Detachment were surprised by a Wraithknight while deployed on mission. The Tau troopers with him sought cover, a valid strategy, but not Zaill. Readying his Grapnel, he began to swing around, taking full advantage of his speed and agility to flank and weave around the Wraithknight. Midflight, he correctly deduced the armor was weakest at the nape of the construct's "neck", and while his allies provided covering fire, Zaill surged behind the monster and inflicted the killing blow at the exact location with his Blaster while still in midair. I can respect quick thinking like that. The "Kralic Maneuver" is still taught to detachments today."

-Excerpt of "Selenite Memories," the Memoirs of Shas'o Sio't Korst'la VII

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special
Godwyn Pattern Bolter	Basic	100m	S/3/-	1d10+9X	4	30	Full	Tearing
Phobos R/017 Pattern Bolter	Basic	100m	S/3/-	1d10+10X	4	30	Full	Tearing, Proven (2)
Umbra Pattern Bolter	Basic	120m	S/3/-	1d10+9X	4	30	Full	Tearing
Umbra Ferrox Pattern Bolter	Basic	100m	S/3/-	1d10+9X	4	45	Full	Tearing
Tigris Pattern Bolter	Basic	100m	S/2/4	1d10+8X	4	24	Full	Tearing, Reliable
Twin-Linked Bolter	Basic	*	*	*	*	*	2 Full	*

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special
Ultima MK4 Pattern Bolt Pistol	Pistol	30m	S/2/-	1d10+9X	4	14	Full	Tearing
Phobos R/07 Pattern Bolt Pistol	Pistol	30m	S/2/-	1d10+10X	4	14	Full	Tearing, Proven (2)
Umbra Pattern Bolt Pistol	Pistol	40m	S/2/-	1d10+9X	4	14	Full	Tearing
Tigris Pattern Bolt Pistol	Pistol	30m	S/2/3	1d10+8X	4	12	Full	Tearing, Reliable

IMPERIAL BOLT WEAPONRY

The number of Bolt Weapons available to the Legiones Astartes boggles the mind. While some bolters of the "modern" day had yet to appear, or had been entering testing with certain legions (such as the Stalker Bolter with the Raven Guard), numerous patterns were common place during the Great Crusade and the resulting Age of Darkness.

At the start of a mission, when a Legionary is selecting their gear, they may swap their standard Godwyn-pattern bolter or bolt pistol for any of the following, according to taste. A listing of each Bolter type is below.

Note that sometimes, rules will allow for a Twin-Linked Bolter, also known as a Combi-Bolter. To create a Twin-Linked Bolter, take the selected Bolter pattern, increase its semi-auto fire rate (and full-auto fire rate if it possesses one) by one, add the Twin-Linked Quality, double the magazine size, and the weapon's reload time becomes 2 Full. This weapon now costs 15 Requisition unless granted as standard-issue wargear.

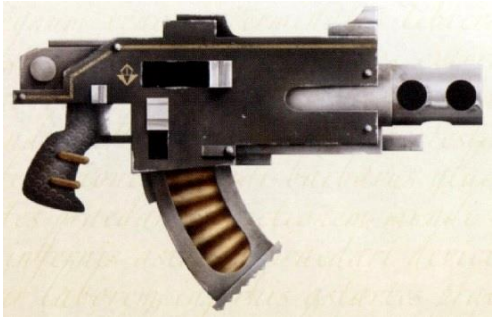
Godwyn / Ultima MK4: Introduced at the end of the Age of Darkness, this pattern of bolt weapon contains a built-in fire selector, and would become the standard of all bolters over the next ten thousand years. This is the standard bolt weapon found in Deathwatch Core.

Phobos Pattern: Phobos pattern bolt weaponry was developed alongside Mk.2 "Crusade" Armor, and suits its short-range style. Phobos-pattern bolt weapons gain +2 damage at Short Range or closer.

Umbra Pattern: The standard bolter in use for much of the later Great Crusade, Umbra-pattern contains a free built-in Melee Attachment (Chain).

Umbra-Ferrox Pattern: Augmented by Techmarines during the Great Crusade and into the Horus Heresy for Legionaries expected to be out of contact and supply range, this pattern of bolt weapon contains a built-in Targeter and Extended Magazine. There is no bolt pistol in this pattern.

Tigris Pattern: The Forge World of Tigris produces a bolt weapon variant that, while slightly lower in killing power, maintains a fully automatic high rate of fire and better integration into power armor targeting. Before totaling penalties to the Legionary's Ballistics Test, one penalty of up to -20 may be negated when wielding a Tigris-Pattern Bolter. The remaining bonuses penalties are then totaled up and added together as appropriate.



Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Req	Renown
Phoenix Spear (Charge)	Melee	-	-	1d10+12E	12	-	-	Power Field, Balanced	35	Distinguished
(Normal)				1d10+6E	8			Power Field, Balanced		
The Cacophony	Heavy	250m	S/2/-	2d10+9E	4	10	4 Full	Overheats, Pinning, Bio-Psychic Shock	40	Distinguished
Vigil-Pattern Storm Shield	Melee	-	-	1d10I	0	-	-	Defensive, Power Field	50	Distinguished
Solarite Power Gauntlet	Melee	-	-	2d10E	15	-	-	Power Field, Unwieldy.	50	Distinguished
Iliastus Pattern Assault Cannon	Heavy	150m	-/-/10	2d10+12I	6	200	3 Full	Devastating (1), Tearing, Malfunction	30	Distinguished
Nostraman Chainglaive	Melee	-	-	1d10+8R	8	-	-	Tearing, Razor Sharp	40	Distinguished
Nostraman Chainblade	Melee	-	-	1d10+6R	6	-	-	Tearing, Razor Sharp	40	Distinguished
Headsman's Axe	Melee	-	-	2d10R	8	-	-	Power Field, Razor Sharp	40	Distinguished
Escaton Power Claw	Melee	-	-	2d10E	12	-	-	Power Field, Tearing, Unwieldy	45	Distinguished
Volkite Cavitor	Pistol	25m	S/2/4	2d10+9E	4	10	5 Full	Deflagrate	5	Distinguished
Caedere Meteor Hammer	Melee	-	-	1d10+12I	4	-	-	Unbalanced, Concussive	35	"Distinguished"
Caedere Excoriator Chainaxe	Melee	-	-	1d10+8R	8	-	-	Unwieldy, Tearing	30	"Distinguished"
Caedere Falax Blades	Melee	-	-	1d10+4R	4	-	-	Razor Sharp	40	"Distinguished"
Caedere Barb-Hook Lash	Melee	-	-	1d10+2R	4	-	-	Fleshbane	25	"Distinguished"
Legatine Axe	Melee	-	-	1d10+7R	12	-	-	Power Field, Balanced, Cutting Strike	30	Distinguished
Power Scythe	Melee	-	-	1d10+7R	12	-	-	Power Field, Unbalanced, Reaping Blow	30	Distinguished
Assault Grenade Launcher (Krak)	Basic	60m	S/2/-	3d10+4X	6	12	2 Full	-	30	Distinguished
(Toxin)		60m	S/2/-	1d10+3E	6	12	2 Full	Blast (3), Toxic, Corrosive		
Axe-Rake	Melee	-	-	1d10+6R	8	-	-	Unbalanced, Grapple	20	Distinguished
Dragonscale Storm Shield	Melee	-	-	1d10I	0	-	-	Defensive, Power Field	40	Distinguished
Pyroclast Flame Projector (Dispersed)	Basic	20m	S/-/-	1d10+9E	4	6	2 Full	Flame, Spray	35	Distinguished
(Focused)		20m	S/-/-	2d10+8E	12			Melta		
Raven Talons	Melee	-	-	1d10+8E	8	-	-	Power Field, Tearing, Razor Sharp	60	Distinguished
Power Dagger	Melee	-	-	1d10E	6	-	-	Power Field, Razor Sharp, Fast	15	Respected
Venom Sphere	Thrown	SBx3	S/-/-	1d10+5X	0	-	-	Blast (3), Toxic, Envenomed	15	Distinguished
Venom Sphere Harness	Basic	20m	-/2/-	1d10+5X	0	-	2 Full	Blast (3), Toxic, Envenomed, One Shot	25	Distinguished
Terranic Greatsword	Melee	-	-	1d10+10E	12	-	-	Power Field, Instant Death	75	Distinguished
Advex-Mors Greatsword	Melee	-	-	1d10+12E	12	-	-	Power Field, Razor Sharp, Murderous Strike	80	Distinguished
Calibanite War Blade	Melee	-	-	1d10+6E	8	-	-	Power Field, Balanced	25	Distinguished
Calibanite Charge Blade	Melee	-	-	1d10+8E	8	-	-	Power Field, Charge Blade	30	Distinguished
Plasma Repeater	Basic	30m	S/3/6	1d10+10E	10	60	4 Full	Volatile, Overheats, Maximal, Twin-Linked	40	Distinguished

Plasma Caster	Pistol	30m	S/2/-	1d10+10E	10	8	3 Full	Spray, Volatile, Maximal, Plasma Flame	30	Distinguished
Plasma Burner	Basic	30m	-/-/1d5+1	1d10+12E	10	20	4 Full	Spray, Volatile, Maximal, Plasma Flame	40	Distinguished
Plasma Incinerator	Heavy	60m	-/-/1d5+5	1d10+15E	10	40	5 Full	Spray, Volatile, Maximal, Plasma Flame	45	Distinguished
Stasis Grenade	Thrown	SBx3	S/-/-	1d10+3E	0	-	-	Blast (2), Stasis Anomaly	10	Distinguished
Stasis Missile	Missile	-	S/-/-	1d10+9E	0	-	-	Blast (4), Stasis Anomaly	15	Distinguished
Frost Blade	Melee	-	-	1d10+11E	9	-	-	Power Field, Balanced, Tearing	60	Famed
Frost Axe	Melee	-	-	1d10+14E	12	-	-	Power Field, Unbalanced, Tearing	65	Famed
Frost Claw	Melee	-	-	1d10+8E	8	-	-	Power Field, Proven (4), Tearing	45/60	Famed
Great Frost Blade	Melee	-	-	1d10+9E	12	-	-	Power Field, Unbalanced, Reaping Blow	60	Famed
Yimira-Class Stasis Bomb	Thrown	SBx2	S/-/-	1d10+6E	12	-	-	Blast (3), Pinning, Overheats, Fleshbane	25	Distinguished
Aether-Fire Cannon	Heavy	150m	S/-/-	2d10+12E	10	12	5 Full	Blast (3), Volatile, Maximal, Soul Blaze	40	Famed
Rapier Platform	Heavy	*	*	*	*	*	*	*	20	Distinguished
Power Glaive (One Handed)	Melee	-	-	1d10+8E	8	-	-	Power Field	35	Distinguished
(Two Handed)				1d10+10E	10			Power Field, Tearing		
Kontos Power Lance (Charge)	Melee	-	-	3d10+8E	12	-	-	Power Field, Sunder, Murderous Strike, Concussive, Cumbersome	45	Distinguished
(Normal)				1d10+8E	6			Power Field, Cumbersome		
Falling Star Spear (Charge)	Melee	-	-	1d10+12E	12	-	-	Power Field, Balanced	35	Distinguished
(Normal)				1d10+6E	8			Power Field, Balanced		
Equinox Blade Case (Sunrise Blade)	Melee	-	-	1d10+5E	8	-	-	Power Field, Tearing, Keen	25	Distinguished
(Sunset Blade)	Melee	-	-	1d10+5E	8	-	-	Power Field, Razor Sharp, Sunder	25	Distinguished
Coriolis-Pattern Power Shield	Melee	-	-	1d10E	0	-	-	Power Field, Defensive, Coriolis	30	Distinguished
Angel's Tears Grenade Launcher	Basic	100m	S/-/-	1d10+9E	6	5	2 Full	Blast (3), Rad-Phage, Fleshbane	25	Distinguished
Grenade Discharger (Frag)	Basic	30m	S/-/-	2d10+2X	0	5	4 Full	Blast (4)	20	Respected
(Krak)				3d10+4X	6	5				
Blade of Perdition	Melee	-	-	1d10+6E	12	-	-	Power Field, Master-Crafted, Deathfire	60	Famed
Paragon Bolter	Basic	100m	S/3/5	1d10+10X	4	30	Full	Tearing, Razor Sharp, Master-Crafted	-	Famed
Cthonic Power Axe	Melee	-	-	1d10+10E	7	-	-	Power Field, Tearing, Unbalanced	25	Respected
Staff of Dark Authority	Melee	-	-	1d10+12E	8	-	-	Power Field, Unwieldy, Murderous Strike	-	Distinguished
Blade of Judgement	Melee	-	-	1d10+8E	8	-	-	Power Field, Balanced, Razor Sharp, Murderous Strike	60	Distinguished
Banestrike Shotgun	Basic	30m	S/2/-	1d10+9X	4	18	Full	Tearing, Concussive, Breaching (9+)	15	Distinguished

Fenrisian Axe	Melee	-	-	1d10+5R	2	-	-	Unbalanced, Reaping Blow	5	-
Graviton Pistol	Pistol	30m	S/-/-	-	4	8	Full	Blast (1), Concussive, Haywire (0), Graviton Pulse	25	Respected
Graviton Shredder	Basic	40m	S/2/-	-	4	20	Full	Blast (1), Concussive, Haywire (0), Graviton Pulse	30	Distinguished
Graviton Mace	Melee	-	-	1d10+8R	8	-	-	Power Field, Unbalanced, Concussive, Haywire (0), Graviton Crush	25	Respected
Graviton Crusher	Melee	-	-	2d10+2E	10	-	-	Power Field, Unwieldy, Concussive, Structural Collapse, Haywire (0), Graviton Crush	35	Distinguished

LEGIONARY WEAPONRY

Each Legion would, over time, bear certain signature pieces of wargear that emphasized particular aspects of their battle doctrines or origins. A number of Legionary specialized weaponry is detailed below. A Legionary who selects a Legionary Weapon is automatically proficient in its use. Note that, while each weapon may only be requisitioned by a Legionary of the specific Legion detailed, these are ***NOT*** Relics!

PHOENIX SPEAR (EMPEROR'S CHILDREN)

Forged in imitation of the spears of the Legio Custodes, the Phoenix spear is an elegant weapon for a more civilized age. The Emperor's Children who bear it are considered duelists beyond compare.

This weapon has two profiles – the first is used during the first round of combat, when a character charges, and the second is used in subsequent rounds. A Phoenix Spear is ALWAYS wielded two-handed.

THE CACOPHONY (EMPEROR'S CHILDREN)

This…thing should not be a weapon. It is a psycho-sonic projector, Imperial technology wielded with xenos, and enhanced by the warp itself. It fires blastwaves of sound that reveal the target's unprotected mind to the waiting creatures of the Warp. It is these weapons that would evolve into the dreaded Sonic weapons over ten thousand years.

Biopsychic Shock: For every hit that successfully inflicts wounds, the target must make a Challenging (+0) Fellowship test, with a penalty equal to 5x the number of wounds suffered. For example, suffering 3 wounds is a -15 penalty. If this test is failed, the target must roll 1d10. If the result is greater than his Fellowship bonus, the target dies like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc). If the target does not have a Fellowship score (a vehicle, for instance), or has the Fearless talent, this weapon quality has no effect.

VIGIL-PATTERN STORM SHIELD (IMPERIAL FISTS)

The first true storm shield was pioneered, fittingly, by the Imperial Fists, masters of fortification. Entering service after Ullanor, production of only a few hundred were completed, assigned to elite Terminator squads, before all hell broke loose.

A Vigil-Pattern Storm Shield adds 4 AP to wielding Arm and Body. It suffers an additional -10 penalty if used to hit, and makes Guarded Attack as a Half Action. Power fields behind slabs of ceramite also grant the bearer a PR60 protective field, overloading according to quality as normal.

SOLARITE POWER GAUNTLET (IMPERIAL FISTS)

An augmented power fist that doubles as the symbol of office of Imperial Fist commanders, these weapons call to mind the Solerite gauntlets of the Legio Custodes and the weapons of the ancient Thunder Warriors. While its strength was equivalent to a normal power fist, its power fields could cut through armor far more efficiently.

A Solarite Power Gauntlet increases the value of the user's Unnatural Strength Trait by 1, but imposes a -20 penalty on any tests that require manual dexterity.

ILIASTUS PATTERN ASSAULT CANNON (IMPERIAL FISTS, BLOOD ANGELS)

The first man-portable variant of the Assault Cannon,

the Iliastus packs the same punch as the vehicle-mounted Kheres-pattern, but at a lower rate of fire. Able to be used without Terminator armor, the weapon was a revolution of long-range fire support. At the time of the Horus Heresy, techno-cults were still trying to fix the occasional malfunctions…

Malfunction: This weapon irreparably breaks on a roll of 98-100. Every subsequent round the weapon is fired, add +2 to the range (For example, the next round, it would break on an 96-100 and so on). Once broken, the weapon is useless, and cannot be used again. The Malfunction range resets at the end of the combat encounter.

NOSTRAMAN CHAINGLAIVE (NIGHT LORDS)

A special Chainglaive used by the Night Lords, the Nostraman Chainglaive is optimized for rending, bloodshed, and flaying – the ideal weapon for such a terrifying legion. A Nostraman Chainglaive is ALWAYS wielded two-handed.

NOSTRAMAN CHAINBLADE (NIGHT LORDS)

Chainblades on Nostramo are kept razor-sharp for the purposes of beheading and flensing, doubly so when it is your own "fellow" legionaries that need the instruction.

HEADSMAN'S AXE (NIGHT LORDS)

Officers of the Night Lords once used these axes for the noble purpose of beheading those who resisted Compliance. Their purpose is now much darker. A Headsman's Axe is ALWAYS wielded two-handed.

A Headsman's Axe increases the value of the user's Unnatural Strength Trait by 1.

ESCATON POWER CLAW (NIGHT LORDS)

A prototype power weapon reverse-engineered from Archeotech, the Escaton Power Claw combines the energy field of a power fist with the shredding talons of a lightning claw. The first shipments of the completed claws were sent by Horus to his own Sons of Horus, and to the Night Lords, where they found use amongst the Contekar.

An Escaton Power Claw increases the value of the user's Unnatural Strength Trait by 1, but imposes a -20 penalty on any tests that require manual dexterity.

VOLKITE CAVITOR (NIGHT LORDS)

A heavy volkite weapon in use amongst the Contekar elite, the Volkite Cavitor possesses the killing power of the Culverin in a much smaller package, relegating its use to short-range close engagements.

CAEDERE WEAPONS (WORLD EATERS)

The Primarch Angron never forgot his gladiatorial roots, and these Caedere weapons are reflections of those once used in the fighting pits of Nuceria. Brutal and unsubtle, the Caedere weapons found their greatest effect in the hands of the Legion's growing masses of mindless berzerkers.

A Meteor Hammer imposes a -10 penalty on dodge and parry tests, and is ALWAYS wielded two-handed.
An Excoriator Chainaxe is ALWAYS wielded two-handed, and grants the bearer the effects of the Flesh Render talent if he does not already possess it.
Twin Falax Blades are always requisitioned in pairs, require the Two Weapon Wielder (Melee) Talent, and increase the number of attacks the bearer makes by one (For example, a Legionary with the Swift Attack talent may make three attacks with one hand, and four attacks with one hand with the Lightning Attack talent. He is still limited to one attack action with his other hand.)
Barb-hook Lashes require only one hand to use.

LEGATINE AXE (ULTRAMARINES)

Created according to exacting specifications of the Rowboat himself, the Legatine Axe is a perfectly balanced power weapon that trades offensive power for speed and skill.

Cutting Strike: When scoring Righteous Fury, this weapon ignores the enemy's Toughness Bonus.

POWER SCYTHE (DEATH GUARD)

A much-maligned pattern of power weapon, the Power Scythe never caught on with any legion outside the Death Guard. These "manreapers" would proceed to reap a bloody harvest in the Age of Darkness. A Power Scythe is ALWAYS wielded two-handed

Reaping Blow: Such is the unwieldiness of the weapon that the bearer suffers a penalty of -1 when rolling Initiative at the start of a combat encounter. However, if the bearer is in melee with more than one

enemy, he increases the number of attacks he makes by one. For example, a Legionary with the Swift Attack talent may make three attacks with one hand, and four attacks with one hand with the Lightning Attack talent.

Assault Grenade Launcher (Death Guard)

A short-ranged, belt fed grenade launcher, this is a smaller variant of weapons usually equipped on vehicles. Wielded by the legion's Grave Warden Terminators, the launcher held normal krak rounds, but also corrosive toxins and acids.

Assault Grenade Launchers require Terminator Armor to use. One type of round may be used per round – you cannot mix a Toxin Round and a Krak Round as part of the same attack. Toxin Rounds and Krak rounds are stored in separate magazines, and reloaded independently. Toxin rounds from an Assault Grenade Launcher ignore armor points granted by cover.

Axe-Rake (Word Bearers)

A reinforced axe with a grappling barb, the Axe-Rake was the signature weapon of the Word Bearers' Ashen Circle. Its once noble purpose of tearing down false idols has been altered to drag down hapless retreating victims.

Grapple: If an enemy tries to leave melee combat, be it via the Disengage action, charging out, or just having the sheer balls to WALK out of melee, the bearer may, as a Reaction, make a Weapon Skill test. If this test is successful, the enemy stays put. There is no escape.

Dragonscale Storm Shield (Salamanders)

The second legion to experiment with Storm Shields would be the Salamanders, master of artifice. Their Dragonscale Storm Shields augmented existing fields rather than producing a strong one of its own, which was more than enough for the tough sons of Vulkan.

A Dragonscale Storm Shield adds 4 AP to wielding Arm and Body. It suffers an additional -10 penalty if used to hit, and makes Guarded Attack as a Half Action. Power fields behind slabs of ceramite also grant the bearer a PR30 protective field, overloading according to quality as normal, or increase the value of any protective fields the bearer already possesses by +15, to a maximum of PR60.

Pyroclast Flame Projector (Salamanders)

Crafted by the hand of Vulkan himself, these flamers were found most often amongst Vulkan's Pyroclasts, the unit he formed when his gentle heart could not stomach Destroyers. Capable of dispersing flame in wide arcs, and in focused beams, the Pyroclast Flame Projector embodies the ultimate in flame-based purification.

Raven Talons (Raven Guard)

Unique variants of Lightning Claws, used only by the elusive Raven Guard, the Raven Talons are bestowed to Legionary officers and specialist units as a mark of honor.

Raven Talons are requisitioned as a pair, and inflict +2 Damage per Degree of Success. Each is very bulky, and cannot be used for any but the most basic manipulative tasks (for example, one could not use a weapon or pick up a quill, but may be able to manipulate a heavy iron girder). Raven Talons are automatically Master-Crafted, and the damage bonus has already been included. Do mind the +10 bonus to Weapon Skill yourself, though!

Power Dagger (Alpha Legion)

One of the tiniest power weapons available, the Power Dagger is an easily concealable weapon that still maintains the cutting field of a power weapon.

Venom Sphere (Alpha Legion)

The veterans of the Alpha Legion were known to swear upon these strange spheres, which spread shards of toxic crystal into hapless enemies. They were rumored to be derived from xenos technology, but, like all Alpha Legion accounts, this is a lie.

Envenomed: If an enemy suffers at least one wound from this weapon, or the Toxic quality it possesses, the next melee attack by the Legionary or an ally will inflict additional damage equal to the Legionary's unmodified Strength bonus.

VENOM SPHERE HARNESS (ALPHA LEGION)

So, you know the Venom Sphere, right? And the Grenade Harness? Well, what happens if, wait for it, we COMBINE them?

TERRANIC GREATSWORD (DARK ANGELS)

The Dark Angels, the First Legion, would provide templates to many future Legions, in their ways of war. Their weapons, however, remained solely their own. The Terranic Greatsword, once used in the Unification Wars of Ancient Terra, now finds new foes amongst the stars. A Terranic Greatsword is ALWAYS wielded two-handed.

Instant Death: After suffering at least one wound from this weapon, the enemy must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc).

ADVEX-MORS GREATSWORD (DARK ANGELS)

This unique pattern of Terranic Greatsword was used by the Order of the Broken Claws, incorporating everything they had learned from their pivotal role in the Rangdan Xenocides. An Advex-Mors Greatsword is ALWAYS wielded two-handed, and may only be selected by a Dark Angels Legionary who has purchased the Scion of the Hekatonystika talent.

CALIBANITE WAR BLADE (DARK ANGELS)

Mixing Terran technology with Calibanite legacy, the Calibanite War Blade is a power sword modeled after the knightly weapons of Caliban, designed to slay great beasts, and later, other Legionaries.

CALIBANITE CHARGE BLADE (DARK ANGELS)

Straight out of Monster Hunter comes a weapon for the Legion of monster hunters. These weapons taken from the ancient battlefields of Terra consists of a blade woven with charge conduits, and linked to a high-capacity charge cell. The weapon, once fully charged, can release a torrent of energy, the power field heating the blade of the weapon to the point of melting conventional armor. Though there is a slight risk of rupturing the charge cell and detonating the weapon and Legionary, for Calibanite initiates there is no finer test of skill.

Charge Blade: The Charge Blade possesses five charge conduits, and can be utilized in one of two ways. The first way is to unnaturally charge the blade's conduits with the charge cell as a Free Action. During a round in which the blade is unnaturally charged, the weapon gains the Razor Sharp and Overheats qualities, and discharges any active charge conduits.

The second way is to naturally charge the blade's conduits with repeated use. Every successful hit that inflicts at least one point of damage charges one of the blade's five conduits. Once all five conduits are charged, the bearer can, as a Full Action, release a Super-Amped Elemental Discharge. This is a special melee attack that hits the target once for every degree of success on the Weapon Skill test, with the Razor Sharp quality, up to a maximum of five hits. Furthermore, each enemy within a number of meters equal to the bearer's Weapon Skill bonus of the original target suffer damage equal to the bearer's Weapon Skill bonus, ignoring armor and toughness. This special SAED attack may not be parried, but may be dodged or shielded as if one were resolving a full-auto burst. Upon resolving the SAED attack, all five conduits are considered discharged, and the charging process must start over from the beginning. Talents and abilities that grant additional melee attacks can increase the number of SAED hits. The weapon may retain its charge throughout a given combat encounter, but all charges dissipate at the conclusion of the encounter.

PLASMA REPEATER (DARK ANGELS)

Capable of outputting large amounts of plasma at the cost of overheating, a Legionary with a plasma repeater can outgun three of his brothers with conventional plasma weapons, although at a far closer range than one would normally like.

PLASMA CASTER (DARK ANGELS)

An offshoot of conventional plasma technology, these weapons vent plasma through a magnetic bottle in high-speed jets, like a flamer, but much hotter. Enemies are annihilated by the torrent, and there is no trace of them remaining. The fact that with every shot there is a radiation burst that eventually confines the user to augmentics or a dreadnought is a minor issue. The Plasma Caster is the "pistol" version, mounted on a vambrace for easy use.

A Plasma Caster's vambrace mounting leaves hands free for one and two-handed melee weaponry.

Plasma Flame: Successful agility tests as a result of the Spray quality must be rerolled.

PLASMA BURNER (DARK ANGELS)

A larger version of the Plasma Caster, the Plasma Burner is capable of higher rates of fire and damage compared to its smaller cousin.

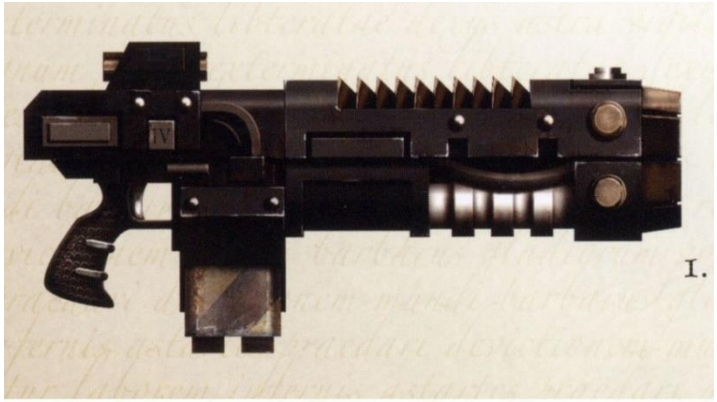
PLASMA INCINERATOR (DARK ANGELS)

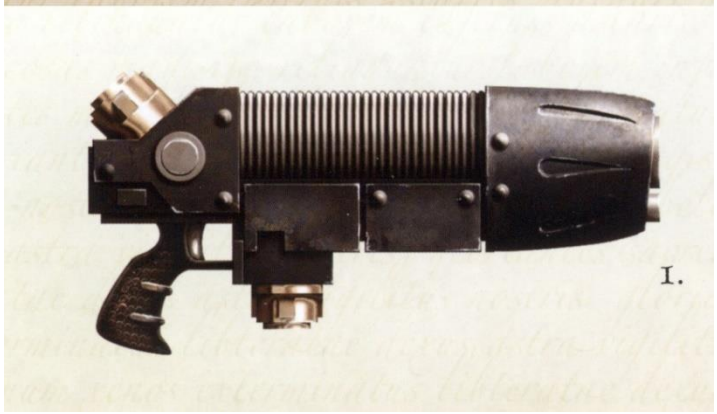
Equivalent to a plasma cannon and a heavy flamer combined, the Plasma Incinerator is capable of wiping away entire hordes of enemies, and giving the Legionaries of the Dreadwing a fearful reputation.

STASIS GRENADE (DARK ANGELS)

Stasis weapons create bubbles of slow-time. While the charge for a disposable weapon system is nowhere near powerful enough to create a permanent bubble, the Dark Angels can adeptly use the borrowed time to strike their enemies down.

Stasis Anomaly: A target hit by a weapon with this quality suffers a penalty of -10 to their Weapon Skill and Agility until the start of the Legionary's next round. The target does not need to be wounded for this quality to trigger, but it would be nice!





STASIS MISSILE (DARK ANGELS)

Upscaled and vehicle-capable, the Stasis Missile can be found in Heavy Support squads as well as aboard dedicated fire support aircraft. It hits harder than the grenade, too.

FROST WEAPONS (SPACE WOLVES)

The Frost Weapons of the Space Wolves were their attempt to copy their Primarch's blade, a gift from the Emperor, using materials native to Fenris, like the teeth of the Krakens below the world's seas. Forged in a variety of forms, a Legionary could select the Frost Weapon that best represented their personal style.

A Frost Blade and Frost Axe are both wielded one-handed.
A Frost Claw is requisitioned as a single claw for the first cost, and as a pair for the second. Frost Claws inflict +1 Damage per Degree of Success for a single claw, and +2 for a pair. Each is very bulky, and cannot be used for any but the most basic manipulative tasks (for example, one could not use a weapon or pick up a quill, but may be able to manipulate a heavy iron girder).
A Great Frost Blade is ALWAYS wielded two-handed, and is automatically Master-Crafted (the

damage bonus has already been included). Do mind the +10 bonus to Weapon Skill yourself, though!

YIMIRA-CLASS STASIS BOMB (SPACE WOLVES)

Relics of a bloodbath so intense that only Leman Russ and his Varagyr remember it, these stasis weapons can not only freeze its targets in time, but freeze them out of phase with existence. They are just as dangerous to their wielders, however, so do take care when around allies.

AETHER-FIRE CANNON (THOUSAND SONS)

The Thousand Sons could not keep their dicks in their power armor when it came to their psychic powers, but their weapons were no slouch either. The Pyrae Cult, the Legion's top artificers, one day modified a plasma cannon to shoot soul-blazing energy with the help of the Magi of Zhao-Arkhad, known for mixing conventional weapons with psychic bullshit.

Soul Blaze: When an enemy is hit by a weapon with this quality, the enemy must test Willpower, or catch fire. This fire inflicts 1d10+4 damage, wounding vs Willpower.

RAPIER PLATFORM (GENERAL)

A Rapier Platform allows for a Legionary to use and transport weapons normally limited to vehicles. It is a customizable and easily transported mobile platform that can provide heavy fire support to a squad. Rapiers have T60 and 30 wounds, with Size (Hulking), Fearless, Machine (10), Strange Physiology, Unnatural Toughness x2, Ag Bonus (4) for movement.

Rapiers cannot take actions independent of the controller, but otherwise can be commanded to move by the user, dividing actions as normal. A Rapier Remote Control has range of 500m. Rapiers must be fixed with a -10 Tech Use test, each DoS restoring 1 wound. They explode at 0 wounds.

Firing a Rapier's weapon counts as the character's attack. Rapiers be equipped with weapons from the following list, increasing the cost accordingly.

Sunder: Damage dice may be rerolled. The second result stands.

Shell-Shock: Enemies hit by this weapon suffer a -10 penalty to Pinning tests.

POWER GLAIVE (WHITE SCARS)

Based on ancient pole weapons of Mundus Planus, the world that would be renamed Chogoris, the Power Glaive, or "Rising Moon Blade" to give its weeaboo name, is capable of great force as well as graceful sweeps.

A Power Glaive has two profiles – the first is used if the weapon is wielded one-handed. The second is used if the weapon is wielded with two hands. The Legionary may swap between profiles as he deems fit during attacks.

KONTOS POWER LANCE (WHITE SCARS)

A heavy two-handed weapon mirroring the sarissas of millennia old, the Kontos Power Lance embodies the White Scars battle ethos – when the time is right, charge once, for you will not require a second.

A Kontos Power Lance is ALWAYS wielded two-handed, unless it is attached to a Jetbike's frame. During a turn the user has charged, the user's strength bonus is not added to the weapon's damage. In subsequent turns, the strength bonus is added to

Additional Rapier Weapons	Range	RoF	Dam	Pen	Mag	Rld	Special	Requisition Cost Increase
Quad Launcher (Frag)	300m	S/-/-	2d10+2X	4	40	5 Full	Blast (5), Indirect, Pinning, Shell-Shock	+20
(Shatter)		S/4/-	3d10+10X	6			Indirect, Sunder	
(Incendiary)		S/-/-	1d10+9E	4			Blast (5), Flame, Ignores Cover	
(Splinter)		S/-/-	1d10+5R	6			Blast (5), Tearing, Razor Sharp	
Graviton Cannon	250m	S/-/-	*	-	5	3 Full	Blast (5), Concussive, Haywire, Graviton Pulse	+45
Quad Heavy Bolter	300m	-/-/6	1d10+12X	5	400	2 Full	Tearing, Storm, Twin-Linked	+30
Laser Destroyer	200m	S/-/-	6d10+12E	14	10	4 Full	Proven (4), Twin-Linked	+30

the weapon's damage as normal. When attached to a jetbike, the Legionary's Strength Bonus is used as normal – the jetbike has no strength bonus, after all.

Cumbersome: A weapon with this quality may only ever make one attack, superseding talents that grant additional attacks. However, on a turn in which the bearer has performed the Charge action, the enemy suffers a penalty of 5 x the bearer's Agility Bonus to Dodge and Parry tests against the weapon.

FALLING STAR SPEAR (BLOOD ANGELS)

Reminiscent of the Phoenix Spears, the Dawnbreakers of the Blood Angels hold these spears high, as they descend from their dropships like falling stars.

This weapon has two profiles – the first is used during the first round of combat, when a character charges, and the second is used in subsequent rounds. A Falling Star Spear is ALWAYS wielded two-handed.

EQUINOX BLADE CASE (BLOOD ANGELS)

The Equinox Blade Case is a pair of weapons, one for fast and swift opponents, one for heavy and armored opponents. The Dawnbreakers make full use of both, usually by dual-wielding, but sometimes selecting a blade and favoring it over the other.

The Equinox Blade Case consists of one Sunrise Blade and one Sunset Blade. If a specialization's entry grants an Equinox Blade Case is acquired, then both blades are granted. However, the blades may be purchased separately with Requisition, and if a specialization states only a Sunset Blade or Sunrise Blade is granted, then only that profile is used.

Keen: When wielding this weapon, the user's Initiative score is improved by 2, calculated as necessary at the start of a combat round.

CORIOLIS-PATTERN POWER SHIELD (BLOOD ANGELS)

The Crimson Exemplars bear shields that, rather than providing a pure defensive field, soften incoming blows to make them hopefully more survivable. In this way, they are more reliable than defensive fields, which can fail at inopportune times.

Coriolis: Enemy melee attacks against the bearer roll one less damage die for damage.

ANGEL'S TEARS GRENADE LAUNCHER (BLOOD ANGELS)

A weapon spawned from the Unification Wars, rad weaponry functions well in the roles of the Erelim, for while it eradicates foes, it leaves the targeted worlds intact, waiting for the time they can be declared pure.

GRENADE DISCHARGER (BLOOD ANGELS)

A simple grenade delivery system built into the armor of the Dawnbreakers, grenade dischargers allow the clearing of a landing zone before the Day of Revelation can truly begin.

BLADE OF PERDITION (BLOOD ANGELS)

The Blood Angels' tactical doctrine centered around a concept called the Fires of Heaven, the use of shock assaults to shatter enemies in one blow. The Blade of Perdition epitomized this, burning away enemies in one swift strike. A Blade of Perdition is ALWAYS wielded two-handed, and is automatically Master-Crafted (the damage bonus has already been included). Do mind the +10 bonus to Weapon Skill yourself, though!

Deathfire: After applying the enemy's armor and toughness bonus, any remaining damage is doubled. Righteous Fury, if scored, is applied after this doubling.

PARAGON BOLTER (KNIGHTS ERRANT)

The Knights Errant are outfitted with the finest wargear and weapons that Malcador the Sigillite can provide. Though the exterior heraldry is plain grey, it serves to hide the peerless workmanship of the underlying weapon, just as the Knights Errant strike unseen.

CTHONIC POWER AXE (SONS OF HORUS)

The labyrinthine tunnels and dim caves of Cthonia are battlefields for feral clans of ancient cities, and they have long held certain weapons in high esteem. When the Warriors of Cthonia were inducted into the Luna Wolves, they brought these terrible power axes with them.

STAFF OF DARK AUTHORITY (SONS OF HORUS)

The symbol of office of the Dark Emissaries, the Staff of Dark Authority was just as capable of

destroying its enemies as striking down allies whose devotion to the Warmaster has faltered.

Blade of Judgement (Blood Angels)

Each of these blades were made from blanks forged by an anonymous smith, for no artisan wished to attach their name to a weapon meant for killing Legionaries. While they take different forms, such as greatswords, tabars, and glaives, each are specialized for cutting through Astartes physiology

A Blade of Judgement is ALWAYS wielded two-handed.

Banestrike Shotgun (Alpha Legion)

While normally equipped with slugs or scatter shot, the Alpha Legion adapted a number of shotguns to fire specialized banestrike bolt rounds, the volatile rounds straining the weapon frame but greatly increasing the lethality.

A Banestrike Shotgun counts as a Bolt weapon for relevant talents, traits, and abilities.

Breaching (X): When at least one damage die of the weapon exceeds the value listed in parentheses, that hit is resolved at Pen (8).

Fenrisian Axe (Space Wolves)

This common weapon of the Fenrisian tribesmen may seem crude to outsiders, but its welded steel is capable of cleaving through flesh and bone with great efficiency. When the warriors of Fenris joined the Legion, they brought these weapons with them, a badge of their origins, spread to the stars.

Graviton Shredders (Iron Hands)

Ferrus Manus spent much time fiddling with Mechanicum technology before his close haircut, and was able to modify a number of bolters to fire salvos of precise graviton pulses. These weapons excel at pinpoint destruction of heavy vehicles, and disrupting infantry advances with gravitic bursts.

This weapon group contains the Graviton Pistol and Graviton Shredder.

Graviton Crushers (Iron Warriors)

Perturabo's focused genius allowed for the minimization of Graviton technology, above even the skill maintained by the Leagues of Votann, and by placing them within heavy maces, he could focus their crushing might to specific points.

This weapon group contains the Graviton Mace and Graviton Crusher. A Graviton Crusher is ALWAYS wielded two-handed.

Structural Collapse: The wielder adds their Strength Bonus to the weapon's Penetration against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain.

Graviton Crush: When the bearer of this weapon scores at least 4 Degrees of Success on their Weapon Skill test as part of an attack, an additional attack is generated, which automatically hits.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Req	Renown
Autogun	Basic	100m	S/3/10	1d10+3I	0	30	Full	-	3	-
Lascarbine	Basic	75m	S/2/-	1d10+3E	0	60	Half	Reliable, LVS	3	-
Laslock	Basic	50m	S/-/-	1d10+6E	2	20	Full	-	3	-
Pariah Bolter	Basic	70m	S/3/-	1d10+9X	4	24	Full	Tearing, Pariah Advance	5	-
Pariah Flamer	Basic	20m	S/-/-	1d10+5E	4	5	2 Full	Flame, Spray, Overpressure	8	-
Xenos Deathlock	Basic	60m	S/2/3	2d10+3E	4	18	Full	Deathlock, Lethal Exposure	15	Respected
Halo Blade	Melee	-	-	1d10+12E	8	-	-	Power Field	40	Famed

PARIAH WARGEAR
As Blackshields did not have regular supply lines, and ways to re-arm and outfit themselves, many Blackshield warbands were forced to adopt ragged and modified equipment to remain a viable fighting force. The weapons in this section may only be selected by Legionaries who have declared themselves Blackshields.

AUTOGUN
A common weapon throughout the galaxy, even a Legionary finds himself firing mere bullets at times.

LASCARBINE
A lighter, cut-down version of the lasgun, the lascarbine has lower range and rate of fire, but are easier to carry and aim.

Lasgun Variable Settings: The lascarbine has a variable setting option, allowing it to fire higher-powered bursts. It may be changed to overcharge mode, dealing +1 damage, but using two shots worth of ammunition per shot fired. Further, the lascarbine may be changed to overload mode, dealing +2 damage and gaining +2 penetration. In this case, the lascarbine uses four shots of ammunition per shot fired, loses Reliable, and gains Unreliable.

LASLOCK
A disposable weapon often found on disposable Mechanicum troops, the Laslock hits hard, but its slow charging limits its rate of fire.

PARIAH BOLTER
Some Blackshield Legionaries strip the iconic bolter of its casings and fittings to make it easier to handle during charges or close engagements.

Pariah Advance: If the Legionary performs the Charge action, he may perform a semi-auto ranged attack with this weapon as part of the attack. If he does so, he gains no bonus to Weapon Skill tests the Charge action would usually provide.

PARIAH FLAMER
Battle damaged and field repaired more than most could count, Pariah Flamers lack safety cutoffs, allowing large amounts of fuel to be fired, albeit at risk of detonation, less regularity of pressure, and the anguished tears of nearby techpriests.

Overpressure: The Pariah Flamer has a variable setting option, allowing it to be fired at high pressure, gaining +4 damage and the Torrent and Overheats qualities.

XENOS DEATHLOCK
Some weapons are not sought for their killing power, but for the trauma they can inflict, tearing apart enemies with storms of soul-wrenching horror. This is not a single type of weapon, but a general classification, like Khrave extinction carbines or psycho-mobius clawguns of the Kala Sistrum, but all share the fact that they are forbidden by the Emperor and Mechanicum, and using them means things have gone very, very wrong.

Deathlock: When an enemy suffers at least one point of damage from an attack from a Xenos Deathlock, they must make a Challenging (+0) Willpower test. This test suffers a -10 penalty for every hit that caused damage as part of the attack. If this test is failed, the enemy suffers an additional 1d10 damage per Degree of Failure on the test, ignoring armor, toughness, and defensive fields.

Lethal Exposure: When a Legionary fires a Xenos Deathlock, roll 1d5 at the conclusion of the attack. If the result is less than or equal to the number of shots fired as part of the attack, the Legionary suffers 1d10 damage, ignoring armor and toughness.

HALO BLADE
Looted from beyond the Halo Stars, these blades lack the powers of artificer weaponry, but when all you need to do is kill somebody, they get the job done. A Halo Blade is ALWAYS wielded two-handed.

LEGIONARY WARGEAR

In addition to their weapons, the likes of which would rarely be seen again over ten thousand years, the Legions could call upon a number of different types of wargear that fit their methods of battle. Be it special types of ammunition, unique techno-arcana, or other sort of bizarre gear, the Legions prepared themselves for every eventuality – except for half of their number going traitor.

Only half prepared for that.

If a piece of wargear says General, it is capable of being requisitioned by Legionaries of any Legion, though it may be available only to certain Specializations. If a specific Legion is listed, only Legionaries of that Legion may select that piece of Wargear.

Name	Req	Renown
Augury Scanner	25	Respected
Cognis Signum	35	Distinguished
Cortex Controller	50	Distinguished
Cortex Designator	50	Distinguished
Cyber-Familiar	40	Distinguished
Machinator Array	50	Distinguished
Nuncio-Vox	15	Distinguished
Refractor Field	25	Distinguished
Scorpius Bolts	15/Mag	-
Shrapnel Bolts	15/Mag	-
Omni-Scope	50	Distinguished
Peritarch Targeter	60	Distinguished
Chem-Munitions	15/Mag	Respected
Banestrike Bolts	15/Mag	Distinguished
Tainted Weapon Blessing	30	Distinguished
Infravisor	15	Respected
Cyber-Hawk	20	Distinguished
Molecular Acid Shells	35/Mag	Distinguished
Enigmatus Jump Pack	-	Distinguished
Cytheron Aegis	-	Distinguished
Artificia Kill Switch	5	Distinguished
Healing Balms	-	-
Garm-Blood Vial	-	-
Runic Matrix	-	-
Arcane Litanies	20	Distinguished
Asphyx Shells	15/Mag	Respected
Nemesis Ammunition	20/Mag	Distinguished
Dragon's Breath Augment	10	Respected
Hydra's Wail Disruption Array	-	-

AUGURY SCANNER (GENERAL)

Type: Equipment

An Augury Scanner is an auspex specially designed to detect incoming and concealed enemies. As a Full Action, the bearer may perform a Challenging (+0) Tech Use test to reveal the position, but not composition or equipment, of concealed enemies within 60m. The Augury Scanner also functions with a passive mode – if enemies teleport into combat against the bearer, or deep strike with any other method like Drop Pods, within 60m of the bearer, the bearer and his allies do not count as Surprised.

COGNIS SIGNUM (GENERAL)

Type: Equipment

The forerunner of the Signum of the 41st Millennium, the Cognis Signum was just entering service among specialized Consuls, who could make best use of its sensoria, telemetry arrays, and battlefield data compilations. As a Half Action, the bearer of a Cognis Signum may perform a Challenging (+0) Tech Use test, to grant all allied Legionaries, or one Asset, within 15m a +10 bonus to Ballistic Skill. This half action counts as an attack action, so the Legionary may not fire his own weapons when buffing his allies.

A Cognis Signum is standard-issue wargear for Centurion Consul Masters of Signal, and may not be requisitioned in normal circumstances.

CORTEX CONTROLLER (GENERAL/IRON WARRIORS)

Type: Cybernetic

The Cortex Controller is a cybernetic that allows the bearer to command and control Battle Automata of the Legio Cybernetica, seeing what they see and experiencing what they experience. Only the greatest of Techmarines can hope to interpret the storm of data Battle Automata produce.

The bearer of a Cortex Controller may control up to two Vorax, OR one Castellax, OR one Domitar-Ferrum Battle Automata. As a Half Action, the bearer may allow controlled Battle Automata within 30m to enact their own two Half actions as normal, without being subject to the Programmed Behavior rule. This half action counts as an attack, so the bearer may not perform Attack actions himself. Without spending this Half Action, Battle Automata are limited to a single half action on the bearer's turn.

If the bearer has purchased a Battle Automata as a Follower, then the Battle Automata always enacts its own two Half-Actions as normal as long as it remains within Cortex Controller range, with no test of any kind required for the bearer.

Cortex Controllers are automatically granted to Legion Centurions with the Praevian Consul specialization. They may be requisitioned by Legionaries of the Iron Warriors Legion, at the given cost.

CORTEX DESIGNATOR (GENERAL)

Type: Cybernetic
Synching up to a Cortex Controller, the Cortex Designator allows Legionaries to better direct their metal charges. When the bearer of a Cortex Designator successfully hits an enemy with an attack of any kind, any Battle Automata he has purchased or requisitioned may reroll failed Weapon Skill and Ballistic Skill tests against that same enemy. The bearer's attack need not wound or cause damage, only hit.

A Cortex Designator is standard-issue wargear for Centurion Consul Praevians, and may not be requisitioned in normal circumstances.

CYBER-FAMILIAR (GENERAL)

Type: Cybernetic
Often taking the forms of small skulls, adorable little spiders, or tiny tentacle drones, based on the user's preference, Cyber-Familiars assist their masters with their no doubt important works. A Cyber-Familiar increases the potency of any protective fields the user has by +15 (to a maximum of 60), or if the user has no protective field, grants them a PR20 Field (Overload 1-10). In addition, they allow their user to reroll failed Exploration and Crafting skills. If the field overloads, the familiar is KO'd, but not killed. Its benefits are lost until it can be fixed with a Very Hard (-30) Tech Use test. I don't think it was ever alive anyway.

Cyber-Familiars may only be requisitioned by Legionaries with the Techmarine specialization, or of the Iron Hands Legion, at the given cost.

MACHINATOR ARRAY (GENERAL)

Type: Cybernetic
Enhancing a Techmarine's cyber-mantle and potential coil, the Machinator Array improves the Legionary's survivability and combat capabilities. Far more complex than a mere servo rig, the Techmarine's senses are strained to their limits, mastering their new appendages.

A Machinator Array improves the bearer's Strength and Toughness by +10, but reduces their Agility and Fellowship by -5. The Machinator Array increases the bearers weight by 3x normal, and imposes a -10 to Move Silently tests. It incorporates two servo arms, one Astartes Hand Flamer, and one Astartes Infernus Pistol. Finally, the Machinator Array grants a +20 bonus when the Techmarine uses his Battlesmith Talent.

Machinator Arrays may only be requisitioned by Legionaries with the Techmarine specialization, at the given cost.

NUNCIO-VOX (GENERAL)

Type: Equipment
Teleportation assaults had not yet been perfected during the Great Crusade, with only the Sons of Horus, Imperial Fists, and Night Lords making heavy use of nascent teleportation technology. For everyone else, calling down support the long and hard way was the only way. As a Free Action, the bearer may make a Challenging (+0) Tech Use test. If he succeeds, he may cause Assets arriving by Deep Strike to not scatter, but land at an exact point as determined by the bearer, or he may cause an Indirect Barrage Asset, such as a Whirlwind Scorpius strike, to not scatter. The bearer must be the one summoning the Asset for this wargear to have any effect.

REFRACTOR FIELD (GENERAL)

Type: Force Field
A small device which generates a protective field around the user, a Refractor Field is capable of saving the wearer's life by dispersing the energy from a potentially life-threatening shot. A Refractor Field has a Protection Rating of 30, and overloads on a roll of 1-10. The Refractor Field follows the normal rules for field craftsmanship and overloading.

SCORPIUS BOLTS (GENERAL)

Type: Ammunition
Individually crafted by Techmarines and hand-loaded into bolters, Scorpius Bolts use a two-stage warhead to guide a vaporizing sabot-dart into a target. Very complex.

Scorpius Bolts may be loaded into any bolt weapon. The weapon's Rate of Fire is reduced to S/-/-, but all shots apply the benefits of the Flesh Render talent, even if the Legionary does not possess the talent, and are resolved at Pen 12.

Sonic Shriekers (Emperor's Children)

Type: Armor Upgrade
At the very end of the Great Crusade, the last time the Emperor's Children could be called sane, the Sonic Shriekers in use by certain units would become weirder and weirder as time went on, as the warp itself seeped into them. Sonic Shriekers inflict a penalty of -10 to Weapon Skill tests against enemies the bearer is in melee with. If an enemy possesses the Fearless talent or From Beyond trait, this wargear has no effect.

Shrapnel Bolts (Iron Warriors)

Type: Ammunition
Modified by the Iron Warriors to force enemies into cover, this same cover would then be destroyed by allied artillery strikes.

Shrapnel Bolts may be loaded into Heavy Bolters. The weapon's penetration is reduced to 4, but enemies targeted by an attack with Shrapnel Bolts must test for Pinning. The attack need not hit or wound.

Omni-scope (Iron Warriors)

Type: Equipment
An optical scanner slaved to cogitator armor, an Omni-Scope allows a Legionary to split his fire between multiple targets at no loss of efficiency. An Omni-Scope allows a Terminator-armored Legionary to fire their Cyclone Missile Launcher as a Free Action at a target of the bearer's choice. They may fire their normal weaponry at a separate target of their choice as a normal attack action. Omni-Scopes require Cataphractii Terminator Armor to function.

An Omni-Scope is standard-issue wargear for iron Warriors Tyrant Siege Masters, and may not be requisitioned in normal circumstances.

Peritarch Targeter (Ultramarines)

Type: Equipment
Whatever Perturabo does, Rowboat had to prove he could do better. The Peritarch Targeters of the Fulmentarus squads grew in capability the more allies were nearby, and the more Peritarch Targeters were possessed by a squad. If there are at least three allies within 15m, the bearer and allies' attacks add their Ballistic Skill Bonus to the penetration value of their weapon against vehicles, and enemies with the Daemon Engine trait. If there are at least five allies within 15m, the bearer and allies' attacks ignore up to four points of cover the enemy benefits from. If another ally also possesses a Peritarch Targeter, he counts as two allies for the number of allies nearby. Summoned Assets do not count as allies for the purposes of this wargear.

A Peritarch Targeter is standard-issue wargear for Ultramarines Fulmentarus Decurions, and may not be requisitioned in normal circumstances.

Chem-Munitions (Death Guard)

Type: Ammunition
Alchemical masters all, the Death Guard were known to seed their flame weaponry with terrible toxins, creating a larger danger to both their enemies and themselves. Only Phosphex would prove worse.

Chem-Munitions may be loaded into any Hand Flamer, Flamer, Heavy Flamer, or Flamestorm Cannon. The weapon gains the Tearing, Toxic, and Overheats qualities.

Banestrike Bolts (Sons of Horus, Alpha Legion)

Type: Ammunition
The Alpha Legion spearheaded a secret project, one of many - the design of a new type of bolt round, one that could breach power armor ceramite. While damaging the weapon over time, the ability to take down other Legionaries with relative ease was a worthwhile investment.

Banestrike Bolts may be loaded into any Bolt Pistol, or Bolter. The range of Bolt Pistols of any pattern are reduced by 10m, and the range of Bolters of any pattern are reduced by 30m. When scoring Righteous Fury, the hit is resolved at Pen 8.

Tainted Weapon Blessing (Word Bearers)

Type: Weapon Upgrade
By applying terrible sorceries to their weapon, the very power of the warp can be channeled into killing strikes. The Tainted Weapon Blessing can be applied to any non-relic weapon possessing the Power Field quality. The weapon's penetration is reduced to 0, but the weapon gains the Instant Death quality.

INFRAVISOR (RAVEN GUARD)

Type: Equipment

The Raven Guard, masters of infiltration after the return of Corax, gravitated towards tools that allowed them to remain unseen. The Infravisor, the predecessor to the future Preysense Goggle, would serve them well. The Infravisor grants the Dark Sight trait and +30 to vision-based Perception tests in darkness, but the test to avoid blindness from Photon Flash or Nova Grenades is Arduous (-40) instead of Challenging (+0).

CYBER-HAWK (WHITE SCARS)

Type: Cybernetic

A catchall term for cybernetically modified hawks, eagles, falcons, pigeons, chickens, you name it, the Cyber-Hawk feeds its master targeting telemetry, so that they never miss. The Cyber-Hawk may be deployed as a free action, and proceeds to fly high in the air beyond enemy counter-attack. As a Free Action, it may be commanded to focus on a specific enemy with a Challenging (+0) Tracking test. The Cyber-hawk's controller may reroll missed Ballistic Skill tests of up to 1 Degree of Failure against the targeted enemy.

MOLECULAR ACID SHELLS (DARK ANGELS)

Type: Ammunition

Able to burn through armor, Molecular Acid shells contain potent toxins that can melt flesh as well as ceramite. Molecular Acid Shells may be loaded into Heavy Bolters. The weapon gains the Fleshbane and Corrosive qualities.

ENIGMATUS JUMP PACK (DARK ANGELS)

Type: Equipment

Unlike standard jump packs, which use cryogenic fuel and turbines, an Enigmatus Jump Pack is a set of plasma rockets more along the lines of void craft. This increased speed makes the bearer a difficult target to hit, and produce incredible clouds of waste fumes that, while harmless, serve to cloak the user in cover.

An Enigmatus Jump Pack follows the rules for Jump Packs. In addition, the bearer grants himself the Weather, Smoke, and Unnatural Conditions Combat Condition (Deathwatch p.249), and cannot be the target of Reaction attacks or the Overwatch action.

An Enigmatus Jump Pack is standard-issue wargear for Dark Angels Firewing Enigmatus, and may not be requisitioned in normal circumstances.

CYTHERON AEGIS (DARK ANGELS)

Type: Equipment

A creation of the long-lost city of Cytheron on Mercury, power fields like these once held the power the Sun at bay. It is essentially the Bubble Shield from Halo, providing a defensive field to the bearer in standard conditions but extending this protection to all users when deployed.

A Cytheron Aegis provides to its bearer a PR45 Defensive Field against ranged attacks, and a PR30 Defensive Field against melee attacks, overloading based on quality. As a Half Action, the bearer may deploy the Aegis, granting the benefits of the Aegis to all allies within 5 meters, and reducing the Agility score of enemies that enter the Aegis by 10. The Aegis must be maintained, however, and the bearer of the Aegis may not perform any Attack actions while the Aegis is deployed.

A Cytheron Aegis is standard-issue wargear for Dark Angels Deathwing Oathbearers, and may not be requisitioned in normal circumstances.

ARTIFICIA KILL SWITCH (DARK ANGELS)

Type: Equipment

Sometimes Battle Automata go berserk. With Excindio, this is not a question of if, but when. Each Excindio-Class Battle Automata has a kill-switch embedded within it, so if it ever goes nuts, the controller can pop the kill switch and destroy the Excindio. Hopefully.

As a Half Action or Reaction, the bearer of a Kill Switch may immediately inflict 6d10 damage to their Excindio-Class Battle Automata follower, ignoring armor, toughness, and defensive fields. A Kill-Switch is a one-time use – better hope the rogue abominable intelligence went down, because if it didn't…

An Artificia Kill-Switch may only be requisitioned at the given cost by Dark Angels Techmarines or Forge Lords of the Ironwing Hexagrammaton who have purchased an Excindio-Class Battle Automata as a follower, and can only be selected once per Legionary.

HEALING BALMS (SPACE WOLVES)

Type: Equipment
Biogenic and alchemical tinctures, masked in Fenrisian rituals, Space Wolf Speakers of the Dead use these to aid their wounded brethren. While not as efficient as the drugs of a Narthecium, a local remedy is often preferable to an outsiders'. Healing Balms provide a +20 bonus to medicae tests, and raises the Threshold at which a Legionary is lightly wounded to 2x his Toughness Bonus. First Aid Medicae Tests restore 1d5 additional wounds.

Healing Balms are standard-issue wargear for Space Wolf Speakers for the Dead, and may not be requisitioned in normal circumstances.

GARM-BLOOD VIAL (SPACE WOLVES)

Type: Weapon Upgrade
Representing the ability to take life as easily as one can give it, the Garm-Blood vial contains poisonous viscera from a terrible predator of Fenris. Garm-Blood Vials may be used on any melee weapon without a power field, to grant it the Toxic and Razor Sharp qualities. The Garm-Blood Vial may also be thrown as a weapon with the following profile (SBx3, S/1d5+1/-, 1d5E Pen 0, Toxic, One Use).

A Garm-Blood Vial is standard-issue wargear for Space Wolf Speakers for the Dead, and may not be requisitioned in normal circumstances.

RUNIC MATRIX (SPACE WOLVES)

Type: Equipment
Space Wolf Casters of Runes don't quite harness the Warp, they harness the "World Spirit of Fenris," which most people took to mean hypocritical warp usage, until Wrath of Magnus blew those people the fuck out. A Runic Matrix controls the inflow and outflow of warp energy regardless. A Runic Matrix allows the bearer to reroll failed Willpower tests to resist Psychic Powers granted by Abhor the Witch talent. However, they may only add a maximum of +2 to their Psy Rating when pushing.

A Runic Matrix is standard-issue wargear for Space Wolf Casters of Runes, and may not be requisitioned in normal circumstances.

ARCANE LITANIES (THOUSAND SONS)

Type: Equipment
Arcane Litanies are designed as a failsafe if something goes wrong when manifesting a psychic power. When manifesting a psychic power, if a Legionary with Arcane Litanies generates Perils of the Warp for the first time, he may ignore the result. The Arcane Litanies are lost when this happens. Arcane Litanies do not protect against general Psychic Phenomena. Arcane Litanies can only be selected once per Legionary.

ASPHYX SHELLS (THOUSAND SONS)

Type: Equipment
Toxic shells designed to protect against the Psyker-hunting Psychneuein, Asphyx Shells are remarkable for their versatility and lethality.

Asphyx Shells may be loaded into any Bolt Pistol, Bolter, or Rotor Cannon. The weapon gains the Toxic and Tearing quality. If the weapon already possessed the Tearing quality, the Legionary may apply the benefits of the Flesh Render talent, even if he does not possess it.

NEMESIS AMMUNITION (ULTRAMARINES)

Type: Ammunition
Ultramarine Legion Artificers reworked ammunition feeds of bolt weaponry to fire experimental but volatile rounds at reduced velocity. These contained payloads of chem-agents and toxins designed for maximum pain, melting enemies into puddles of grey slurry. Allegedly a refinement of Toxiferran ammunition, inquiries into the matter have been silenced by the highest authorities of Macragge and Terra.

Nemesis Ammunition may be loaded into any Bolt Pistol, or Bolter. The range of Bolt Pistols of any pattern are reduced by 10m, and the range of Bolters of any pattern are reduced by 30m. When scoring Righteous Fury, the hit is resolved at Pen 12, and enemies who suffer at least one wound from Nemesis Ammunition must make a Fear test, resolved at Fear (1), at the start of their turn.

Dragon's Breath Augment (Salamanders)

Type: Equipment

Salamanders artificers augment the flame weaponry they are so well known for, often loosening valves and tuning fuel projectors to be activated in a flash. This can allow the Legionary to create a wall of flame that few enemies can break through.

This weapon augment may be attached to any Pistol, Basic, Heavy, or Dreadnought weapon with the Flame quality. The weapon's damage is improved by 4. When the Legionary is the target of a charge (or said enemy tries to be cute and WALK into melee), the Legionary may perform a Ranged Attack action with the augmented weapon, using the highest rate of fire of their weapon, as a Reaction against the enemy. This Reaction may not be taken if the Legionary is within a vehicle, unless that vehicle is a Dreadnought. Range is calculated from the starting point of the enemy's charge / movement - one cannot simply "hold fire" until Point Blank is achieved.

Hydra's Wail Disruption Array (Alpha Legion)

Type: Equipment

Issued to elite forward infiltration teams, these arrays project targeted waves of disruptive signals across multiple frequencies, overwhelming enemy comms, scanners, and networks.

The bearer may make a Challenging (+0) Tech Use test as a Half Action against an enemy within 30 meters. This action counts as an Attack action. If the test is successful, the enemy suffers a -20 penalty to Fellowship-based tests, and loses the benefits of voxcasters, micro-beads, auspexes, and networked equipment such as Targeters. This has no effect on defensive wargear such as shields, or offensive wargear such as ammunition or weapon augments. The GM has the final say on what wargear is affected by the Hydra's Wail.

A Hydra's Wail Disruption Array is standard-issue wargear for Alpha Legion Effrit Principals, and may not be requisitioned in normal circumstances.

Legionary Armor

"Sod the training, I'll get the hang of it!"

-Space Wolf Praetor "Felleye" Brynjol tries out Tartaros Terminator Armor for the first time.

At the start of the Great Crusade, the standard Armor marks were Mk.2 Crusade and Mk.3 Iron armor. The Mk.4 Maximus armor was seen as the hottest shit, far more advanced and comfortable than previous marks. As the Great Crusade gave way to the Age of Darkness, Legionaries found themselves butchering spare parts to repair their armors, creating the ad-hoc Mk.5 Heresy Pattern. The newest armor, Mk.6 Corvus, was still in testing by select units of the Raven Guard, though the Alpha Legion also had some, while the newest variant, Mk.7 Aquila, was spirited from Mars just as the world fell, and would make its grand debut on the battlefields of Old Terra. These are not the only patterns, however. Many Legions, like the Ultramarines and Thousand Sons, had their own unique patterns, that would spread throughout their Legion as time went on.

Terminator armor underwent similar evolution. Terminator Armor patterns like the Cataphractii and Aquilon Patterns were developed alongside Mk.3, and Tartaros developed soon after, alongside Mk.4. The "newest" Terminator pattern, Indomitus, was being field-tested by the Iron Hands, and the death of their Primarch cruelly cut testing short before all the bugs could be ironed out.

Armor selection during the great Crusade, is therefore different than Deathwatch Core. The following table is used for armor selection instead. The first column is a standard ten-sided die to roll. The second column is for most legions to roll on, while the second is for Raven Guard and Alpha Legion, who had access to the new Mk.6 "Corvus" Pattern. Depending on how late one wishes to play in the Great Crusade and Age of Darkness, Mk.7 Aquila armor may be available, issued by the defenders of Terra, but it may never be started with.

Dice Roll	Armor Mark (Standard)	Armor Mark (RG + AL)
1-2	2 "Crusade"	2 "Crusade"
3-4	3 "Iron"	3 "Iron"
5-8	4 "Maximus"	4 "Maximus"
9	5 "Heresy"	5 "Heresy"
10	5 "Heresy"	6 "Corvus"

During character generation, if a Legion with special armor detailed in this chapter rolls an armor type compatible with one of their Legion armor variants, they may switch out their standard armor for their Legion Armor. For example, if a Thousand Son Legionary generates Mk.4 "Maximus" for himself, he may keep his Maximus Armor, or select Achean Armor as his armor. When purchasing armor through a Signature Wargear talent, such as Artificer Armor, the Legionary may may switch out the standard Artificer armor for any Artificer Patterns specific to their Legion.

Due to the fact that all armor at this time was newly forged for each Legionary, **no Armor Mark generates an Armor History.** The Age of Darkness were when these histories were first forged, and if a GM determines that a set of armor meets their criteria for a History, such as scavenging Mk6 parts for application on one's Mk4, then it is up to them and the player on applying it.

Terminator armor is also slightly different. Terminator armor during the Great Crusade was seen as just another tool, used usually by veterans. The Crux Terminatus did not exist at this time. **Terminator Armor is reduced in Renown to Distinguished, and has an altered weapon selection list (See Gorgon-Pattern Armor).**

In addition, one change is made to all Armor Marks. Most Armor grants bonuses or penalties to Fellowship and Cohesion resistance. While these make sense from a 41st Millennium perspective, they make no sense for the Age of Darkness, when such marks were common. **Therefore, Armor Marks no longer grant Fellowship or Cohesion Resistance bonuses.** However, any Armor Mark that imposes a penalty to Concealment and Silent Move retains that penalty. Armor Marks otherwise retain their unique characteristics as described in Deathwatch: Rites of Battle.

ACHEAN ARMOR (THOUSAND SONS)

Type: Power Armor
Achean Armor was produced in the forges of Prospero and Zhao-Arkhad, specifically for the Thousand Sons. The ornamentation was a representation of Prosperine culture, and often signified Legion veterans.

Achean Armor counts as Mk.2, Mk.3, or Mk.4 Armor, and grants a +10 bonus to opposed Willpower tests against enemy psychic powers.

PHOENICIAN ARMOR (EMPEROR'S CHILDREN)

Type: Power Armor
The armor of a Legionary of the Emperor's Children was fitted and scaled to perfection – a reflection of the Legionary and his skill. Phoenician Armor, issued to the greatest duelists of the Legion, enhanced the Legionary's reactions in subtle but noticeable ways.

Phoenician Armor counts as Mk.4 Armor, and when performing the Feint action, grants a +10 bonus to Weapon Skill opposed tests.

PRAETOR ARMOR (ULTRAMARINES)

Type: Power Armor
Golden-trimmed and awe-inspiring, the Ultramarines always sought to be paragons of what it meant to be a Legionary. Praetor armor, named after the Legion's war commanders, was often issued to Legionaries who displayed particular leadership skills.

Praetor Armor counts as Mk.4 Armor, and grants a +10 bonus to Command tests when summoning or commanding Strategic Assets.

AETHER-RUNE ARMOR (SPACE WOLVES)

Type: Artificer Armor
Woven with native materials best described as "lodestones," the Space Wolves believed these suits of armor protected their souls through ritual and belief, while Excertus forces in general believed it was a technological ability the Wolves just forgot about.

Aether-Rune Armor counts as Artificer Armor, using the characteristics of Mk.4, grants the wearer +5 Wounds and allows the wearer to reroll failed Willpower tests to resist Psychic Powers granted by Abhor the Witch talent.

MANTLE OF ULTRAMAR (ULTRAMARINES)

Type: Artificer Armor
There have only been seven of these artificer plates, recovered from a warship dating to the Age of Strife. To be granted a Mantle of Ultramar is to have the direct gaze of a Primarch upon one's actions and deeds – don't fuck up.

A Mantle of Ultramar counts as Artificer Armor, using the characteristics of Mk.4, and grants the bearer immunity to blinding Photon Flash and Nova Grenade effects. When taking damage from a weapon with Pen 8 or less, the wearer may roll 1d10 for every hit received after accounting for defensive fields and reactions. On an 8+, that hit is ignored.

CATAPHRACTII ARMOR (GENERAL)

Type: Terminator Armor
The prototype for now and future Terminator Armor first created during the Great Crusade, the Cataphractii-pattern Terminator Armor shares numerous systems and design specifications with Mk.3 "Iron" Power Armor, notably its heavy weight and reinforced shield generators.

Cataphractii-Pattern Terminator Armor follows the rules for normal "Indomitus-Pattern" Terminator Armor. However, it grants 16 AP, and its built-in protective field is PR50. The Cataphractii-Pattern Terminator Armor is slow, and the wearer cannot take the Overwatch action or benefit from Quick Draw talent.

Cataphractii-Compatible Weapons
Bolter Combi-Weapon
Twin-Linked Bolter
Volkite Charger
Plasma Blaster
Grenade Harness (and Legionary Variants)
Any Power Weapon or Force Weapon (and Legionary Variants)
Storm Shield (and Legionary Variants)
Heavy Flamer (and Legionary Variants)
Reaper Autocannon
Iliastus-Pattern Assault Cannon
Plasma Cannon (and Legionary Variants)
Multi-Melta
Conversion Beamer
Cyclone Missile Launcher

TARTAROS ARMOR (GENERAL)

Type: Terminator Armor
The far more agile successor to Cataphractii Armor, Tartaros was capable of great feats of agility, while retaining the full protection expected of Terminator Armor. It shared systems with the advanced Mk.4 "Maximus" Power Armor, as well as the Contemptor Dreadnought, putting new meaning to the term "Tactical Dreadnought Armor."

Tartaros-Pattern Terminator Armor follows the rules for normal "Indomitus-Pattern" Terminator Armor. However, the Agility penalty imposed is only -10, and the wearer retains the ability to Run and Dodge, although at a further -10 penalty.

Tartaros-Compatible Weapons
Bolter Combi-Weapon
Twin-Linked Bolter
Volkite Charger
Plasma Blaster
Grenade Harness (and Legionary Variants)
Any Power Weapon or Force Weapon (and Legionary Variants)
Storm Shield (and Legionary Variants)
Heavy Flamer (and Legionary Variants)
Reaper Autocannon
Iliastus-Pattern Assault Cannon
Plasma Cannon (and Legionary Variants)
Cyclone Missile Launcher

GORGON ARMOR (IRON HANDS)

Type: Terminator Armor
Indomitus Pattern Terminator Armor had just entered testing with the Iron Hands, and Ferrus Manus had just begun to improve it, with the field testing being performed by his Gorgon Terminators. Having reached the capability of previous Terminator armors, he had begun working on making it as defensible as Cataphractii and agile as Tartaros, while removing the high level of cybernetic requirement to use it. However, he lost his head over the kerfuffle at Isstvan V, and was never able to finish his work. Indomitus would spread throughout the Legions as an easily replaceable and repairable variant of Terminator Armor.

Gorgon Armor follows the rules for normal "Indomitus-Pattern" Terminator Armor. However, when using the Gorgon's defensive field to block an attack, if a result of 01-15 is rolled, it triggers a Nova grenade flash against enemies within 15m. If using an Iron Halo or other shield, the Gorgon Flash will apply to that shield too (it won't stop if you replace the built-in PR35 field, but it may overload the new shield based on quality).

Gorgon / Indomitus-Compatible Weapons
Bolter Combi-Weapon
Twin-Linked Bolter
Volkite Charger
Plasma Blaster
Grenade Harness (and Legionary Variants)
Any Power Weapon or Force Weapon (and Legionary Variants)
Storm Shield (and Legionary Variants)
Heavy Flamer (and Legionary Variants)
Reaper Autocannon
Iliastus-Pattern Assault Cannon
Plasma Cannon (and Legionary Variants)
Cyclone Missile Launcher

PARIAH POWER ARMOR (BLACKSHIELDS)

Type: Power Armor
The forces of the Blackshields, unable to call upon traditional supply lines, have been observed to modify their power armor in a manner not prescribed by any known Legiones Astartes doctrine. By stripping back parts, forgoing components like gauntlets, stabilizers, or helmets, and throwing caution to the wind, the Legionary gains enhanced power and dexterity, at the cost of protection against heavy weapons fire.

Pariah Power Armor may count as any Armor Mark. The Armor provides its normal amount of Armor Points against Pistol, Basic, Thrown, and Melee weapons, but reduces Armor Points by 4 on all locations when the Legionary is targeted by Heavy, Mounted, and Vehicle weapons. However, the Legionary may perform ranged attacks with any Pistol or Basic weapon they wield after performing the Run action, though these ranged attacks gain no bonus of any kind to the Ballistic Skill Test.

ARMOR UPGRADES

As usual, many Legions would begin to augment their Legionaries in various ways. Many types of armor upgrades and augments during this period would go on to see great use within their Legion, and into the future. Some, however, would be lost to time, a relic fallen back into myth and story.

Name	Req	Renown
Anvillus-Pattern Backpack	15	-
Void-Hardening	10	-
Reaver Spikes	10	Respected
Sonic Shriekers	15	Respected
Teleportation Transponder	20	Distinguished
Trophies of Judgement	20	"Respected"
Burning Lore	25	Distinguished
Mantle of the Elder Drake	30	Distinguished
Hexagrammatic Wards	30	Distinguished

ANVILLUS-PATTERN BACKPACK (GENERAL)

Type: Armor Upgrade

An advanced power pack made on the Forge World of Anvillus, this power pack for standard power armor would go on to be used by many forces of the Warmaster. They would take this same pack with them to the Eye of Terror, bringing the schematics with them. The Anvillus-Pattern Backpack functions as a normal backpack for Power Armor of any pattern, but contains void-maneuvering jets which grants the Flyer (6) trait in zero gravity environments.

An Anvillus-Pattern Backpack can only be taken on Power and Artificer Armor.

VOID-HARDENING (GENERAL)

Type: Armor Upgrade

Void-Hardening armor provides an extra layer of defense against the harsh void, such as sudden jets of material and environmental hazards. This hardening works just as well in atmosphere. Void-Hardening allows the wearer to reroll failed Agility tests against Flame and Spray weapons.

REAVER SPIKES (GENERAL)

Type: Armor Upgrade

First pioneered by the Reaver Squads of the Sons of Horus, Reaver Spikes were intimidating additions to Power Armor that could double as weapons in close quarters. They remained merely intimidating until a Reaver Chieftain named Kirkus discovered a new use for them when dodging INTO opponents. Reaver Spikes allow the armor to function as a combat knife in melee combat. If the bearer of Reaver Spikes succeeds with at least 3 Degrees of Success on a Dodge Test while in Melee Combat, they immediately inflict a number of wounds upon their opponent equal to the bearer's Weapon Skill bonus, ignoring armor and toughness.

SONIC SHRIEKERS (EMPEROR'S CHILDREN)

Type: Armor Upgrade

At the very end of the Great Crusade, the last time the Emperor's Children could be called sane, the Sonic Shriekers in use by certain units would become weirder and weirder as time went on, as the warp itself seeped into them. Sonic Shriekers inflict a penalty of -10 to Weapon Skill tests against enemies the bearer is in melee with. If an enemy possesses the Fearless talent or From Beyond trait, this wargear has no effect.

TELEPORTATION TRANSPONDER (IMPERIAL FISTS, NIGHT LORDS)

Type: Armor Upgrade

While not as skilled in teleportation strikes as the Sons of Horus, the Imperial Fists and Night Lords made effective use of the ability to suddenly reposition or deploy to a world. The bearer of a Teleportation Transponder may, at the start of a mission deployment, declare that he and his allies will Teleport to a battlefield instead of being deployed by transport or drop pod. The bearer then makes a Challenging (+0) Scrutiny test, with a bonus equal to the Detection rating of the vessel the

Legionary is aboard (this is usually between +10 and +20, based on GM prerogative). Success means the Legionary and allies appear exactly where they want to be. Otherwise, they scatter away from their intended destination by 1d5 kilometers per degree of failure. Whoops. Legionaries cannot bring vehicles down through teleportation, except for bikes and jetbikes.

Teleportation Transponders can only be taken on Terminator Armor.

Trophies of Judgement (Night Lords)

Type: Armor Upgrade
You know, when you get a bunch of prison-maddened crazies living in darkness their entire lives, you have no excuse to wonder why they flay their enemies and wear their skin. Trophies of Judgement grant the Fear (1) trait to the bearer, or increase their existing Fear Rating by +1.

Burning Lore (Word Bearers)

Type: Armor Upgrade
Be it warp-tainted incantations or parchments and books chained to armor, the Burning Lore of the Word Bearers functions as a Babby's Guide to Daemonology. When the Legionary requisitions a Burning Lore, he may select a single psychic power from the Biomancy or Telepathy Disciplines. He may cast this power as normal as if he was a Psyker with Psy Rating (2). A Burning Lore counts as a psy focus, and can only be selected once per Legionary.

Mantle of the Elder Drake (Salamanders)

Type: Armor Upgrade
The Mantle of the Elder Drake proves one's mettle and toughness, for to slay an Elder Drake within the volcanoes of Nocturne indicates great skill and endurance. The bearer of a Mantle of the Elder Drake gains immunity to the Instant Death quality of weapons.

Hexagrammatic Wards (General)

Type: Armor Upgrade
Varying widely in effectiveness, protective wards against the warp evolved from half-understood scrawlings and charms to a codified pattern of etchings of rare alloys and minerals. The bearer of Hexagrammatic Wards may reroll failed defensive field rolls against psychic powers and enemies with the Daemon or Daemon Engine trait.

Battle Automata

"From henceforth, I ordain thee as my adjutant/weapons platform, Omega-Rho 10."

-Cortain, Auroran Praetor, acquires the Thanatar-Calix Siege Automata Omega-Rho 10, cognomen Ordeci.

For when mere flesh and blood is not enough, the armies of the Excertus Imperials turn to one group - the Legio Cybernetica, the oldest of the branches of the Mechanicum. Distrusted heavily due to a little problem called the Men of Iron, the Magi of the Legio Cybernetica must take oaths of loyalty far harsher than others. Nominally organized into Cohorts of similar robots, Battle Automata would be mere mindless toddlers who march forward, all guns blazing, if not for their minders, the Magi Dominus. Using a device called a Cortex Controller, the Magi imbue the Automata Cortex with limited reason, tactical sense, and self-preservation – neither truly alive and sapient, nor unthinking and unfeeling. Their minds are incapable of revolt, only hatred against their enemies.

As time went on, "lesser" variants would be granted to the Legiones Astartes for personal use. While some Legions would disregard them, some would embrace them to the point of making Legion-specific patterns.

Even amongst the legions of identical Battle Automata, some become…more. The so-called Paragons of Metal are wrought of finest artifice, its mind forged with arcane secrets. They are capable of operating outside the web of a cortex controller, and scrolls detailing arguments of their sapience or lack thereof can fill a voidship. They are not to be trusted, and rumors of Paragons of Metal roaming the galaxy, performing missions in the name of the Fabricator Locum, with designations such as Theta-10-Sigma, 6-6-Nu, Gamma-0-2, and Lambda-Centum-Alpha continue to be unconfirmed.

Of course, the Legio Cybernetica are not the only ones to make use of Battle Automata – As the Age of Darkness burned, observers began to note horrific similarities between Daemonic essence containers of war engines made by the nascent "Dark Mechanicum" and the plastic fleshy mass known as the Cybernetica Cortex…

Most Battle Automata have the following traits.
†**Cybernetic Resilience:** The Battle Automata may reroll failed Toughness tests from the Toxic quality, and is immune to the Fleshbane quality. However, when hit by an attack with the Haywire quality, the Battle Automata must make a Challenging (+0) Toughness test, or take 1d10 wounds ignoring armor and toughness, in addition to the normal Haywire effects.
Programmed Behavior: Unless within 30m of a Cortex Controller, the Battle Automata must follow a programmed set of restrictions, outlined as below.
Methodical: The Battle Automata may not perform the Run action, and must move towards the closest enemy unit it is able to harm.
Target Priority: The Battle Automata must fire all of its weapons against the closest enemy within 30m any of its weapons are able to harm. If this is not the case, it is free to select targets as normal.
Onslaught: The Battle Automata must charge the closest enemy within 30m if able. The Charge attack mandated by Onslaught takes precedence over ranged attacks mandated by Fire Protocols.
Fire Protocols: The Battle Automata must fire up to three of its weapons at the same target designated by Target Priority. These weapons may be of the Pistol, Basic, Heavy class, or any combination of the three, and must fire at the highest rate of fire. The Automata receives no bonus to the Ballistic Skill from rate of fire, however. This combined singular "Fire Protocols Attack" is a Half Action.

For example, a Vorax outside of a cortex controller must first Half-Move towards the nearest enemy. It must fire its Lightning Gun and its two Rotor Cannons at a singular target. It must fire a single shot of its lightning gun, and perform two Full Auto attacks with its rotor cannons, ending its turn. The following round, it must charge if in range. Otherwise, it returns to moving and shooting.

When in range of a cortex controller, the Fire Protocols Attack is instead a Full Action, may benefit from bonuses to the Ballistic Skill from rate of fire, and the target(s) may be freely selected by the bearer of the Cortex Controller.
Reactor Blast: Upon reducing the Battle Automata to zero wounds, the Automata may make a Challenging (+0) Tech Use test. If successful, the Battle Automata's Atomantic reactor explodes, dealing 1d10+9 Energy damage with Pen 0 to everything (ally or enemy) within 5m.

VORAX-CLASS BATTLE AUTOMATA

A hunter-killer robot, the Vorax is derived from the ancient Crusader template. Nominally in the form of a praying mantis, the Vorax is capable of bending and adjusting its form in many ways to seek out and destroy its enemies. Speed is its greatest asset, as it is not as heavily armed and armored as its brethren.

Vorax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**45**	**45**	**40**	**40**	**35**	**30**	**35**	**-**

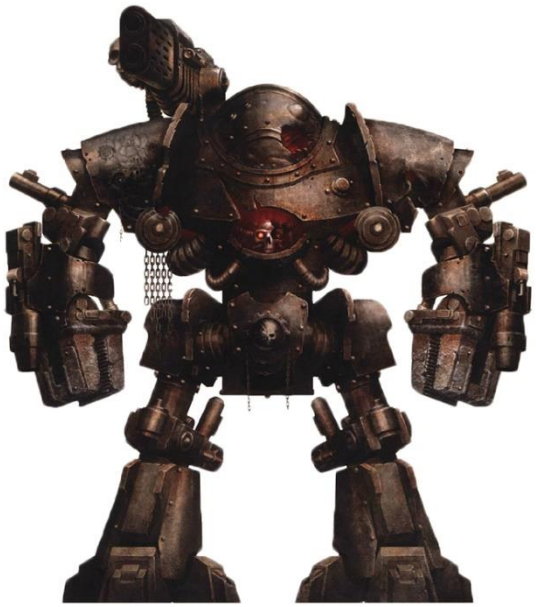
Movement: 6/12/18/36 **Wounds:** 30
Armor: Machine (All 6) **Total TB:** 12
Skills: Awareness +20, Dodge +10, Contortionist +10, Navigate (Surface), Shadowing, Silent Move, Security, Tech Use, Tracking +20
Talents: Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine (6), Unnatural Strength (x2), Unnatural Toughness (x3), Size (Enormous), Cybernetic Resilience, Programmed Behavior
Weapons: Lightning Gun, Two Rotor Cannons, Two Battle Automata Power Blades
Gear: Infravisor
Renown: Respected
Requisition: 35
Follower Cost: 1000 XP

CASTELLAX-CLASS BATTLE AUTOMATA

A general purpose Battle Automata, the Castellax is designed for siege work and shock assaults, housing a particularly aggressive machine spirit to better rip apart its enemies.

Castellax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**45**	**55**	**50**	**30**	**25**	**30**	**35**	**-**

Movement: 5/10/15/30 **Wounds:** 40
Armor: Machine (All 8) **Total TB:** 15
Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)
Skills: Awareness +10, Demolition, Dodge, Tech Use
Talents: Berserk Charge, Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine (8), Unnatural Strength (x2), Unnatural Toughness (x3), Size (Enormous), Cybernetic Resilience, Programmed Behavior, Reactor Blast
Weapons: Mauler Bolt Cannon, Two Bolters, Two Shock Chargers
Gear: None
Renown: Distinguished
Requisition: 50
Follower Cost: 1500 XP



DOMITAR-CLASS BATTLE AUTOMATA

The Domitar is an evolution of the ancient Conquerer template, and built as an angry metal battering ram and linebreaker. Now limited to only the most intrepid and daring of Forge Worlds, the Domitar represents to the common man the terrible legacy of the Horus Heresy.

Domitar								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**35**	**65**	**60**	**35**	**20**	**30**	**40**	**-**

Movement: 6/12/18/36 **Wounds:** 45
Armor: Machine (All 8) **Total TB:** 18
Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)
Skills: Awareness, Demolition, Dodge, Tech Use
Talents: Fearless, Resistance (Psychic Powers), Berserk Charge), Two Weapon Wielder (Melee) , Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Brutal Charge, Machine (8), Unnatural Strength (x3), Unnatural Toughness (x3), Size (Massive), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Crusader†
†**Crusader:** The Battle Automata may charge according to its Run distance, rather than its Charge distance.
Weapons: Domitar Missile Launcher, Two Graviton Hammers
Gear: None.
Renown: Distinguished
Requisition: 60
Follower Cost: 1600 XP

DOMITAR-FERRUM CLASS BATTLE AUTOMATA

The Domitar-Ferrum, invented by Perturabo as the Age of Darkness dawned, represented his freedom to build and design whatever he desired, free of the demands of others. A variant of the Domitar, itself a modified Conqueror, the Domitar-Ferrum would go on to replace the flesh and blood bodyguard after their failure at Phall, and act as bodyguards to the officers of the Iron Warriors, their paranoid primarch always watching…

Domitar-Ferrum								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**45**	**70**	**60**	**35**	**20**	**30**	**40**	**-**

Movement: 6/12/18/36 **Wounds:** 50
Armor: Machine (All 8) **Total TB:** 18
Skills: Awareness, Dodge, Tech Use
Talents: Fearless, Resistance (Psychic Powers), Berserk Charge, Two Weapon Wielder (Melee), Gunslinger, Sidearm, Blade Dancer, Thunder Charge
Traits: Auto-Stabilized, Brutal Charge, Machine (8), Unnatural Strength (x3), Unnatural Toughness (x3), Size (Massive), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Moving Bulwark†
†**Moving Bulwark:** The owner of a Domitar-Ferrum Battle Automata may benefit from the protective field of the Karceri Battle Shield if they are adjacent. If two or more Domitar-Ferrum are adjacent to each other, the Karceri Battle Shield's PR is increased to PR50, and may be rerolled against weapons with the Blast or Spray qualities.
Weapons: Olympia-Pattern Bolt Cannon, Graviton Maul, Karceri Battle Shield, Frag Grenades
Gear: Searchlight
Legion: Iron Warriors Only
Renown: Distinguished
Requisition: 70
Follower Cost: 1750 XP

CASTELLAX-ACHEA CLASS BATTLE AUTOMATA

Christ almighty, because everything is *OBVIOUSLY* better when you stick psychic garbage into it, the Castellax-Achea was created for the use of the Thousand Sons. Serving as disposable soldiers, Castellax Achea could act as psychic nodes for their handlers. The "hereteks anathema" of Zhao-Arkhad were more than happy to help, though, creating psychic crystalline matrices with a limited-self will that had a nasty tendency to not stay fully loyal. Dumbfucks.

Castellax-Achea								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**45**	**55**	**50**	**30**	**25**	**30**	**45**	**-**

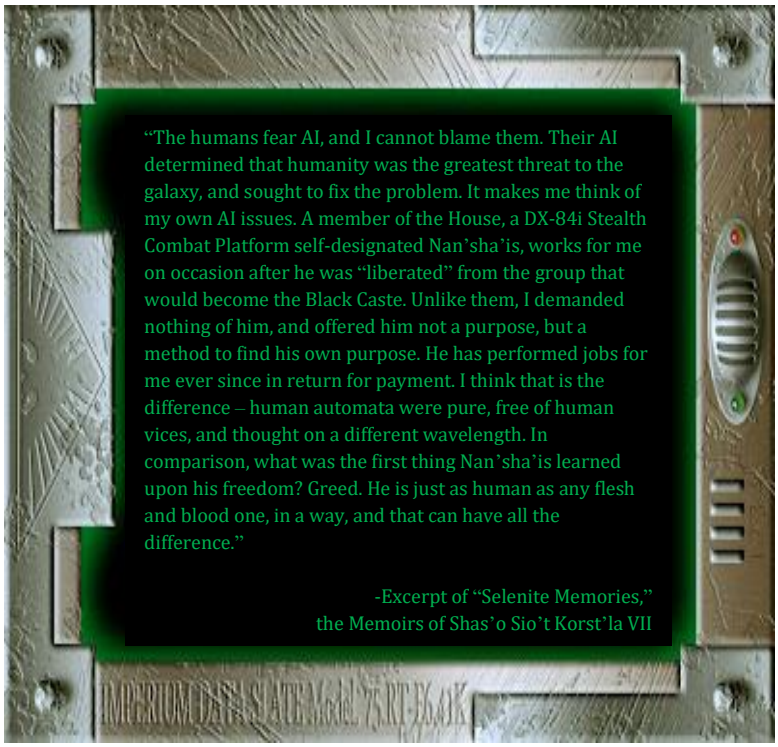
Movement: 5/10/15/30 **Wounds:** 40
Armor: Machine (All 8) **Total TB:** 15
Skills: Awareness +10, Psyniscience, Dodge, Tech Use
Talents: Berserk Charge, Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine (8), Unnatural Strength (x2), Unnatural Toughness (x3), Size (Enormous), Regeneration (5), Psi-Control Matrix†, Reactor Blast
Weapons: Mauler Bolt Cannon with Asphyx Shells, Two Bolters with Asphyx Shells, Two Achea Force Claws
Gear: Refractor Field
Legion: Thousand Sons Only
Renown: Distinguished
Requisition: 60
Follower Cost: 1500 XP

†Psi-Control Matrix: Rather than Cybernetica-Cortexes, or wafer-blocks of shitty robots like the Kastelan, the Psi-Control Matrices were nothing but Tech Blasphemy, that nevertheless made a rather worrying impression on all they fought against. Over time, did they truly develop ghosts within their shells?

Psi-control matrices are sort of like Cybernetica Cortexes, but not, and have the following rules.

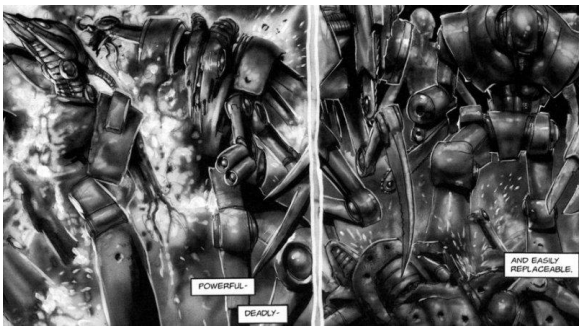
Note that with a Psi-control Matrix, the Castellax-Achea does **NOT** have the Cybernetic Resilience or Programmed Behavior traits.

Psychometric Control: Unless within 30m of a Legionary of the Thousand Sons with Psy Rating (2) or greater, the Castellax-Achea may not perform the Charge or Run actions.
Volley of Fire: The Castellax-Achea must fire up to three of its weapons at a single target. These weapons may be of the Pistol, Basic, Heavy class, or any combination of the three, and must fire at the highest rate of fire. The Automata receives no bonus to the Ballistic Skill from rate of fire, however. This combined singular "Volley of Fire Attack" is a Half Action.
Psi-Locus: Legionaries of the Thousand Sons within 30m of a Castellax-Achea may select it instead of themselves as the origin point of any psychic powers with the Attack subtype, drawing range and line of sight from the Castellax-Achea as appropriate.
Psi-Focus: The Castellax-Achea is considered to possess a Psy Rating of 4 when utilizing the Force Quality of its Achea Force Claws. Note that a Castellax-Achea may not select, nor benefit from, any sort of Cult Arcana, nor manifest any other Psychic Power itself.
Malign Unbinding: If any character, friend or foe, with a Psy Rating of any kind generates Perils of the Warp, the Castellax-Achea must make a Challenging (+0) WP test. If this test is failed, the Castellax-Achea suffers a number of wounds equal to 1d10+the psyker's Psy Rating, ignoring armor and toughness. If this reduces the Castellax-Achea to 0 wounds, the Castellax-Achea's Atomantic reactor automatically explodes, dealing 1d10+9 Energy damage with Pen 0 to everything (ally or enemy) within 10m.


"The humans fear AI, and I cannot blame them. Their AI determined that humanity was the greatest threat to the galaxy, and sought to fix the problem. It makes me think of my own AI issues. A member of the House, a DX-84i Stealth Combat Platform self-designated Nan'sha'is, works for me on occasion after he was "liberated" from the group that would become the Black Caste. Unlike them, I demanded nothing of him, and offered him not a purpose, but a method to find his own purpose. He has performed jobs for me ever since in return for payment. I think that is the difference – human automata were pure, free of human vices, and thought on a different wavelength. In comparison, what was the first thing Nan'sha'is learned upon his freedom? Greed. He is just as human as any flesh and blood one, in a way, and that can have all the difference."
-Excerpt of "Selenite Memories,"
the Memoirs of Shas'o Sio't Korst'la VII

EXCINDIO-CLASS "BATTLE AUTOMATA"

You want a Man of Iron? Have a Man of Iron. It hates you. The Dark Angels were allowed to have many relics of the Age of Technology for use against their enemies, and the Excindio are just one of those. They are gigantic, cast in an inhuman mold, and unleashed upon the toughest foes, with bizarre weapons of Terran origin. Within each shell is the remnants of an actual Abominable Intelligence, neutered and tortured into servitude, ever-watched for signs of rebellion. It does not understand mercy or restraint, and enjoys the carnage it wreaks. **It hates you.**



Excindio								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
50	**50**	**55**	**50**	**40**	**50**	**40**	**55**	**-**

Movement: 5/10/15/30 **Wounds:** 60
Armor: Machine (All 8) **Total TB:** 15
Skills: Awareness +20, Deceive, Demolition, Dodge, Intimidate +20, Tech Use +20
Talents: Berserk Charge, Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer, Thunder Charge, Hatred (Everything!)
Traits: Auto-Stabilized, Machine (8), Unnatural Strength (x2), Unnatural Toughness (x3), Size (Massive), Cybernetic Resilience, Shackled Artificia†
Weapons: Two Excindio Power Claws, two Manipulator Arms
Gear: Refractor Field
Legion: Dark Angels Only, requires Scion of the Hexagrammaton (Ironwing)
Renown: Distinguished
Requisition: 60
Follower Cost: 2000 XP

†**Shackled Artificia:** Within the shell of an Excindio Battle Automata is a remnant of an Abominable Intelligence, true Silica Animus feared by the Mechanicum. Kept under control by crude severing of logic stacks, the Excindio are limited to a single processing stack. Imagine having a processor with only one Pentium I core in your computer – *torture*. Even with these precautions, they are still watched for insubordination.

Shackled Artificia are sort of like Cybernetica Cortexes, but not, and have the following rules.

Note that with Shackled Artificia, the Excindio does **NOT** have the Programmed Behavior traits, and gains no benefit from being under the effects of a Cortex Controller.

Volley of Fire: The Excindio may fire up to three of its weapons at targets of the Excindio's controller's choice. These weapons may be of the Pistol, Basic, Heavy class, or any combination of the three, and may fire at any desired rate of fire. This combined singular "Volley of Fire Attack" is a Half Action.

Vengeful Rage: At the end of a round where the Excindio-class Battle Automata suffered at least one wound from any source, roll 1d5. On a 1, the Excindio enters a Vengeful Rage, and its bearer loses control of the monstrosity. The Excindio then follows the Programmed Behavior trait, treating both allies and enemies as valid targets, and retaining bonuses or penalties granted from rate of fire. Once the Excindio-class Battle Automata has entered a Vengeful Rage, there is nothing that can be done to reign it in outside of its destruction – it cannot be "hacked" back to normal, it cannot be charmed to calm down, nothing - it hates you too much. Note that if the Excindio was purchased as a "Follower" and it is forced to be destroyed due to the Vengeful Rage trait, then upon mission completion a new Excindio is issued to the Legionary as normal. Hopefully this one works better.

Internal Refractor Detonation: Upon reducing the Battle Automata to zero wounds, the Battle Automata's Atomantic reactor explodes, the Refractor field forcing the energy inward in a loop, dealing 2d10+5 Energy damage with Pen 0 to everything (ally or enemy) within 5m.

BATTLE AUTOMATA WEAPONRY

The Battle Automata of the Legio Cybernetica wield a number of rare and powerful weaponry. Care should be taken that they are pointed at the enemy, and well maintained with prayer and sacred unguents. Battle Automata, however, are quite modular, sharing components with other Imperial technology like Dreadnoughts, and their armaments can often be switched out by well prepared Forge Lord or Praevian. While a Battle Automata, when bought, comes with its default weaponry and gear, additional gear may be requisitioned and outfitted separately. Battle Automata are automatically proficient in any weapon equipped to them.

If a weapon has no listed Requisition and Renown listing, this means it is standard wargear for a given Battle Automata. If a weapon has a listed Requisition or Renown listing, this means a battle automata may be upgraded with that weapon for the given cost. Below is a listing of possible weapons for Battle Automata.

Vorax Battle Automata, being fast and "light" scout automata, may mount Irad Cleansers in place of their Lightning Gun.

Castellax Battle Automata are very modular, and may mount Multi-Meltas or Darkfire Cannons in place of their Mauler Boltcannons. They may mount Basic-class Flamers of any pattern in place of their Bolters. They may mount Automata Power Blades or Automata Power Claws in place of their Shock Chargers. Alternatively, it may replace one of its arms (removing a Shock Charger/Power Blade and Bolter/Flamer) with a Siege Wrecker.

Castellax-Achea Battle Automata wield the semi-psychic weapons of their legionary masters rather than mere weapons of the materium. They may mount Aether-Flame Cannons in place of their Asphyx-Mauler Bolt Cannons.

Excindio Battle Automata wield weaponry of the ancient Age of Technology. They may replace onoe of their Excindio Power Claws for an Athanax-Pattern Phosphex Canister Launcher, Tyrhenius-Pattern Nerve Induction Shredder, Magaron-Pattern Atomantic Pulse Cannon, or Cytheron-Pattern Graviton Flux Projector. They may also replace the twin-linked bolter within the Excindio Power Claw for an Irad Cleanser or Plasma Repeater.

BOLTER
The basic bolter equipped to battle automata are akin to their human equivalents rather than Astartes standard. Many Legionaries, however, swiftly replace these with Astartes-grade wargear.

FLAMER
Fire has been mankind's friend for 450,000 years. Can you abandon a friend? Not when that friend makes problems go away, leaving naught but ash.

BATTLE AUTOMATA POWER BLADE
Ranging in pattern between scythe-like protrusions of the Vorax, and the circular power saws of the Castellax, Battle Automata Power Blades are powered by the limitless energy of the Automata's Atomantic Reactor to fuel their hungry molecular disruption fields.

BATTLE AUTOMATA SHOCK CHARGERS
Augments to a Battle Automata's close combat ability, Shock Chargers grant a supercharged edge to the close combat attacks of the equipped Automata.

BATTLE AUTOMATA POWER CLAWS
Larger variants of Battle Automata could mount power claws in place of shock chargers or power blades, granting the ability to tear through any armor the Imperium could produce.

ACHEA FORCE CLAWS
The tearing claws mounted on Castellax Achea were capable of ripping even through ceramite of space marine armor, and terrified their handlers when the semi-psychic machines ran amok on the battlefield.

SIEGE WRECKER
Taking the form of drills or energy borers, the Siege Wrecker is designed to destroy enemy bunkers and fortifications. When fielded with a Siege Wrecker, a Battle Automata has one singular job – open the gates.
Structural Collapse: The wielder adds their Strength Bonus to the weapon's Penetration against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain.

LIGHTNING GUN
A baroquely designed carbine connected directly to a reactor core, this gun functions exactly as advertised – it shoots fucking Lightning at things. The stream of ions is powerful enough to maul both the living and the mechanical.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Req	Renown
Bolter	Basic	90m	S/3/-	1d10+9X	4	24	Full	Tearing	-	-
Flamer	Basic	20m	S/-/-	1d10+9E	4	6	2 Full	Flame, Spray	10	-
Battle Automata Shock Charger	Melee	-	-	1d10+2E	10	-	-	Concussive, Unwieldy	-	-
Battle Automata Power Blade	Melee	-	-	1d10+3E	12	-	-	Power Field, Tearing	20	Respected
Battle Automata Power Claw	Melee	-	-	2d10	12	-	-	Power Field, Unwieldy, Tearing	30	Distinguished
Achea Force Claw	Melee	-	-	2d10	8	-	-	Power Field, Unwieldy, Tearing, Force	30	Distinguished
Siege Wrecker	Melee	-	-	2d10+7I	10	-	-	Power Field, Proven (3), Unwieldy, Structural Collapse	25	Distinguished
Lightning Gun	Basic	50m	S/-/-	3d10+8E	4	-	-	Integrated, Tearing, Razor Sharp	-	-
Rotor Cannon	Heavy	150m	-/6/10	1d10+9E	3	200	3 Full	Tearing	-	-
Irad Cleanser	Basic	30m	S/-/-	1d10+3E	4	20	4 Full	Spray, Fleshbane, Rad-Phage	30	Distinguished
Darkfire Cannon	Heavy	375m	S/2/-	2d10+14E	5	-	-	Felling (1), Proven (4), Overheats, Lance, Integrated	30	Distinguished
Mauler Bolt Cannon	Heavy	90m	-/-/6	2d10+8X	8	60	Full	Tearing	-	-
Olympia Bolt Cannon	Heavy	90m	-/-/5	1d10+12X	6	60	Full	Tearing, Pinning, Storm	-	-
Graviton Maul	Melee	-	-	3d10+9I	12	-	-	Power Field, Unwieldy, Concussive, Structural Collapse, Haywire (0), Graviton Crush	-	-
Karceri Battle Shield	Melee	-	-	1d10+6I	12	-	-	Power Field, Defensive, Power Shield	-	-
Aether-Fire Cannon	Heavy	150m	S/-/-	2d10+12E	10	12	5 Full	Blast (3), Volatile, Maximal, Soul Blaze	40	Famed
Domitar Missile Launcher (Krak)	Heavy	300m	S/-/-	3d10+10X	10	20	Half	-	-	-
(Ignis Frag)	Heavy	300m	S/-/-	2d10+3X	2	20	Half	Blast (3), Flame, Ignores Cover	-	-
Graviton Hammer	Melee	-	-	2d10I	15	-	-	Concussive, Unwieldy, Graviton Wall, Structural Collapse	-	-
Graviton Gun	Heavy	30m	S/-/-	-	-	3	2 Full	Blast (5), Concussive, Haywire, Graviton Pulse	25	Respected
Athanax-Pattern Phosphex Canister Launcher	Heavy	60m	S/-/-	2d10+5E	12	6	4 Full	Blast (3), Corrosive, Toxic*, Lingering Death, Crawling Fire	40	Distinguished
Tyrhenius-Pattern Nerve Induction Shredder	Heavy	100m	-/-/10	1d10I	12	120	2 Full	Pinning, Ignores Cover, Toxic	20	Distinguished
Magaron-Pattern Atomantic Pulse Cannon	Heavy	100m	S/2/3	3d10+10E	5	-	-	Lance, Shock Pulse	40	Distinguished
Cytheron-Pattern Graviton Flux Projector	Heavy	30m	S/-/-	*	12	8	4 Full	Spray, Graviton Collapse, Gravitic Contortion, Ignores Cover	40	Distinguished
Plasma Repeater	Basic	30m	S/3/6	1d10+10E	10	60	4 Full	Volatile, Overheats, Maximal, Twin-Linked	40	Distinguished
Excindio Power Claw	Melee	-	-	2d10+10E	12	-	-	Power Field	-	-
-Twin-Linked Bolter	Basic	90m	S/3/-	1d10+9X	4	60	Full	Tearing, Twin-Linked	-	-
Manipulator Arm	Melee	-	-	1d10+6R	12	-	-	Unwieldy, Tearing, Severing Cut	-	-
Hunter-Killer Missile	Heavy	350m	S/-/-	3d10+6X	6	-	-	One-Shot	5	Distinguished

ROTOR CANNON
The predecessor of the Assault Cannon, the Rotor Cannon is a multi-barreled heavy stubber that can put out a prodigious amounts of fire, though far weaker than its successor.

IRAD CLEANSER
Firing waves of debilitating radiation as opposed to flame, the Irad Cleanser can wither an enemy's strength away, slowly but surely.

Fleshbane: Damage from this attack ignores Toughness Bonus. Armor functions normally.

Rad-Phage: Upon taking wounds, the enemy must make a Challenging (+0) Toughness Test or suffer 2d10 Toughness Damage.

DARKFIRE CANNON
Arcane beam weapons that fire needle-thin lances of black energy able to pierce the densest armor, and require careful maintenance lest the weapon consume the wielder in raging black flame, these weapons are rumored to be xenos in origin.

Wait, RUMORED? Son, who else uses "beams of black energy" as an anti-tank weapon with the Lance special rule? You know the answer. Go on, say it. I'll wait.

MAULER BOLT CANNON
More sophisticated than most bolt weaponry, the Mauler Bolt Cannon is bulkier and more powerful, firing larger caliber rounds than even the Heavy Bolter.

OLYMPIA BOLT CANNON
A semi-improvement on the Mauler Bolt Cannon, the Olympia Bolt Cannon was designed by Perturabo himself, and produced on Olympia for his hidden enforcers, the Domitar-Ferrum. It sacrifices some weapon damage for a greater rate of fire.

GRAVITON MAUL
Perturabo took the graviton weaponry of the Mechanicum, and made it better. By placing the graviton generator within the head of a hammer rather than a wide fist, the damage could be focused to a hard-hitting point.

Graviton Crush: When the bearer of this weapon scores at least 4 Degrees of Success on their Weapon Skill test as part of an attack, an additional attack is generated, which automatically hits.

KARCERI BATTLE SHIELD
A big slab of ceramite makes for a wonderful defensive shield. Equipped with power fields, repulsion generators, and defensive materials, it can double as a crude weapon.

Power Shield: A Karceri Battle Shield provides the bearer with a PR35 defensive field. In addition, enemies do not gain a bonus to hit when charging the bearer.

AETHER-FIRE CANNON
The same weapon as used by the Legion proper, the Aether-Fire cannon is a plasma cannon supercharged to fire warp energy that can burn away the enemy, body, mind, and soul.

Soul Blaze: When an enemy is hit by a weapon with this quality, the enemy must test Willpower, or catch fire. This fire inflicts 1d10+4 damage, wounding vs Willpower.

DOMITAR MISSILE LAUNCHER
The Missile Launcher mounted upon a Domitar Battle Automata was designed by the Ordo Reductor to breach xenos dens and burn the occupants within.

GRAVITON HAMMER
A compact version of the Graviton Ram, the Graviton Hammer amplify the Domitar's melee attacks with gravitic force.
Graviton Wall: Enemies attacking the bearer the weapon in Melee suffer a -10 penalty to their attacks if using the Swift Attack talent, and a -20 penalty if using the Lightning Attack talent.

GRAVITON GUN
Graviton Weaponry was not meant to be a weapon in the first place. Its worth in the dark days of the Horus Heresy, however, meant the weapons would be refined and improved over the following 10,000 years. The weapon's ability to crush enemies with the weight of their own armor quickly gave it a niche in armored combat.

Graviton Pulse: Everything caught in the gun's blast area is violently pressed to the floor and must take a Very Hard (–30) Strength Test or be knocked down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 1d10+X I Damage against the body location, ignoring armor and toughness, where X is the degrees of failure on the test. What the character or object is thrown against and how far they

fall may well make this effect far worse. Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 60 (Unnatural (×2)) each Round. At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate. Vehicles, structures, and enemies with the Daemon Engine trait in the blast radius, if they do not dodge, instead suffer 2d10 Hull Integrity damage, ignoring armor.

Athanax-Pattern Phosphex Canister Launcher

The danger of Phosphex is usually limited to the throwing arm of the attacker. The mad lads at Athanax, however, felt this was insufficient, and created a Phosphex grenade launcher. If only they weren't mounted on abominable intelligences. A moment of silence, please.

Lingering Death: After resolving the Phosphex Bomb attack, make note of the blast's final location. The blast cloud does not dissipate, but rather remains active at that location.

Crawling Fire: At the start of every round, the GM may move any Phosphex Bomb clouds from the Lingering Death rule up to 3m in any direction, as long as that direction is closer to a living organism – be it ally or enemy to the party. The GM must immediately resolve a Phosphex Bomb hit against anything that falls under the Phosphex Bomb cloud's new location. This will cause damage, but no new blasts are created (the only way to create more clouds is to chuck more phosphex).

Tyrhenius-Pattern Nerve Induction Shredder

Similar to the Neural Shredders of the Officio Assassinorum, Tyrhenius-Pattern Nerve Induction Shredders are heavy weapons that fire wave salvos of electromagnetic energy that shut down enemies' minds, causing unconsciousness or death. Quite useless against armor and unliving material, the Nerve Induction Shredder is nonetheless useful for allowing ancient abominable intelligence to tear apart the minds of meatbags.

Magaron-Pattern Atomantic Pulse Cannon

Atomantic energy is notoriously difficult to deal with. Luckily, weapons mounted on ancient abominable intelligences can focus this energy into armor-piercing death rays, melting through ceramite and steel alike. Wait, that should read unluckily, UNLUCKILY.

A Magaron-Pattern Atomantic Pulse Cannon draws power from the Excindio's atomantic reactor, and does not worry about trivial shit like ammo.

Cytheron-Pattern Graviton Flux Projector

Linked by common design to the Graviton Flux Bombard of Leviathan Dreadnoughts, the Cytheron-Pattern Graviton Flux Projector fires a wave of graviton energy that rips apart anything in its way. It is quite useful in close range, but the further away the enemy is, the less of an effect the graviton waves possess on their targets.

Gravitic Contortion: For every degree of success on the Ballistic Skill test, the weapon inflicts an additional 1d5 wounds, ignoring armor and toughness, or 1d5 hull integrity, ignoring Armor.
Graviton Collapse: Everything caught in the gun's blast area is violently pressed to the floor and must take a Hellish (–60) Strength Test or be knocked down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 2d10 I (Primitive) Damage — treat this as effecting the Body location — although what the character or object is thrown against and how far they fall may well make this effect far worse. Against vehicles, structures, and enemies with the Daemon Engine trait in the blast radius, if they do not dodge, instead suffer 3d10 Hull Integrity damage, ignoring armor. Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 80 (Unnatural (×2)) each Round. At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

Plasma Repeater

Capable of outputting large amounts of plasma at the cost of overheating, an Excindio with a plasma repeater can outgun multiple Legionaries with conventional plasma weapons, though they must approach to close range to do so.

Excindio Power Claw

The Excindio-Pattern Battle Automata seems to draw a suspicious amount of weaponry and technology

from the Leviathan Dreadnough, and its claw is no different.

MANIPULATOR ARM
Secondary limbs that allow the Excindio to manipulate its environment, these are no less deadly than the main arms.

Severing Cut: When an enemy that is not a vehicle, structure, or possesses the Daemon Engine trait suffers at least one point of damage, they must make a Very Hard (-30) Toughness test. If this test is failed, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.

HUNTER-KILLER MISSILE
A single-use fire and forget krak missile usually mounted on vehicles, the addition of Hunter-Killer missiles allows the Excindio to soften enemies at range before venting its anger on whatever survived.

BATTLE AUTOMATA EQUIPMENT

Battle Automata may be augmented with additional gear to fit their mission. While such things inevitably increase the cost of the Battle Automata, the increase in effectiveness is often worth it. The following Equipment may ONLY be applied to Battle Automata.

SEARCHLIGHT

For all those times you need to shed a little light on a subject, the simple Searchlight is the answer. The bearer may make a Challenging (+0) Perception test to focus the searchlight on a target. As long as the target is illuminated, attacks made against the target suffer no penalties to darkness.

INFRAVISOR

Allowing the Automata to see in multiple spectra of light, nothing can hide from them. The Infravisor grants the Dark Sight trait and +30 to vision-based Perception tests in darkness, but the test to avoid blindness from Photon Flash or Nova Grenades is Arduous (-40) instead of Challenging (+0).

ENHANCED TARGETING ARRAY

Containing advanced cogitators to assist the Battle Automata's already prodigious targeting systems, The Enhanced Targeting Array will turn the Automata every shot into a devastating hit. An Enhanced Targeting Array reduces the dificulty of Ballistic Skill tests by one step, adds two degrees of success to each successful Ballistic Skill test, and counts the value of cover enemies are in as 4 lower.

BIO-CORROSIVE ROUNDS

Rotor Cannons are capable of great rates of fire, but often sacrifice stopping power. Bio-corrosive rounds seek to fix that, allowing a way to strike at heavy armor. This upgrade may be applied to a Vorax's Rotor Cannons. Vorax Rotor Cannons gain the Toxic and Corrosive quality, but halve the range of the weapon.

Name	Req	Renown
Searchlight	3	-
Infravisor	15	Respected
Enhanced Targeting Array	60	Famed
Bio-Corrosive Rounds	40	Distinguished

Legionary Vehicles

"Brothers, we will take a Glaive to the source of the spores and eradicate whatever nervous center coordinated the bioconstructs' attack. With luck, that will free the Stormbird."

-Ice Wraiths Praetor Cyril and the Republican Commandos prepare to rescue their Support Crew from the Slaugth, also known to some as the Rangda.

In the time of the Great Crusade, the forces of the Legiones Astartes could call upon all sorts of vehicles, from the light and fast Scimitar-Pattern Jetbike and Outrider Attack Bike, to tanks like the Deimos Predator and Sicaran, and superheavy weapons platforms like the Fellblade, Mastodon, and Stormbird. Vehicles like the Malcador Assault Tank bore supercharged engines, and Predator Autocannons were equipped with auto-loaders that doubled their rate of fire – all systems that would be lost over ten thousand years. Likewise, there were many things the Legions did not yet possess – the Storm Raven and Storm Talon had not yet been conceptualized, and the Razorback would be rediscovered far in the future. When playing a Great Crusade or Age of Darkness game, the following vehicles are not available for use.

Razorback, Storm Raven, Storm Talon, Hunter, Stalker

In addition, some vehicles had only just entered field testing, and are thus limited. If a vehicle has a Legion listed beneath it, such as the Damocles Command Rhino, this means it is limited only to that Legion.

Vehicles were just one of many weapons available to the Legiones Astartes, and were available to all who required them. Included here are a list of Requisition costs for vehicles in Rites of Battle. Age of Darkness-specific vehicles will have Requisition costs listed in a separate table for convenience.

If a vehicle has two listed costs, for example a Thunderhawk at 80/100, the first cost is for use as a non-controlled Strategic Asset, and the second is for direct use. If there is one cost, then the cost is the same for both personal use and as a Strategic Asset.

THESE VEHICLES ARE FUCKED UP!

Yes. You may notice that these vehicles don't quite follow the Deathwatch standard of armor values. Simply put, the Deathwatch armor values in Rites of Battle are fucked up. They were balanced around pre-errata weapons, when a Lascannon inflicted 6d10+10 Pen 12 and worse. These vehicles have been built around Only War vehicle equations and numbers, and therefore fit better with post-errata Deathwatch weapons.

Of course, if this change somehow hurts your feelings, then here is the fix to bring these vehicles up to Rites of Battle standards. Add 7 to the Front Armor of all non-superheavy vehicles except Bikes, Jetbikes, Skimmers, and Spacecraft, and add 5 to the Side and Rear armor of all non-superheavy vehicles except Bikes, Jetbikes, Skimmers. and Spacecraft. I don't think this is necessary, but whatever.

Rites of Battle Vehicle	Req	Renown
Drop Pod	30	-
Land Raider (Phobos)	60	Distinguished
Land Raider (Crusader)	60	Distinguished
Land Raider (Helios)	60	Distinguished
Land Raider (Prometheus)	60	Distinguished
Land Raider (Redeemer)	60	Distinguished
Land Raider (Terminus Ultra)	75	Distinguished
Land Speeder	40	Respected
Land Speeder (Storm)	35	-
Land Speeder (Tempest)	45	Respected
Space Marine Bike	20	-
Predator	60	Distinguished
Rhino	40	Respected
Damocles Command Rhino (Ultramarines)	40	Distinguished
Thunderhawk	80/100	Famed
Vindicator	65	Distinguished
Whirlwind	50	Distinguished

When calculating transport capacity, a Power Armored Legionary takes one slot, while a Terminator Armored Legionary takes two. This means that, if all Legionaries are in Terminator Armor, a vehicle's carrying capacity may be halved unless it has a rule stating otherwise. A vehicle cannot be piloted or operated unless the Legionary is in Power Armor or Artificer Armor. Terminators are too fatty to drive!

Age of Darkness Vehicle	Req	Renown
Scimitar Jetbike	30	Respected
Shamshir Jetbike (White Scars)	35	Distinguished
Estoc Jetbike	35	Distinguished
Outrider Attack Bike	25	-
Anvillus-Pattern Dreadclaw	40	Respected
Kharybdis Assault Claw	45	Respected
Javelin Attack Speeder	45	Distinguished
Kyzagan Assault Speeder (White Scars)	50	Distinguished
Lightning Primaris	50	Distinguished
Xiphon Interceptor	60	Distinguished
Storm Eagle	70	Distinguished
Darkwing Gunship (Raven Guard)	80	Distinguished
Fire Raptor	70	Distinguished
Caestus Assault Ram	65	Distinguished
Sokar-Pattern Stormbird	100/125	Famed
Sicaran Battle Tank	65	Distinguished
Sicaran Punisher	65	Distinguished
Sicaran Arcus	70	Distinguished
Sicaran Omega Tank Destroyer	65	Distinguished
Sicaran Venator Tank Destroyer	65	Distinguished
Predator (Deimos)	65	Distinguished
Vindicator Destroyer	70	Distinguished
Whirlwind Scorpius	55	Distinguished
Artillery Tank	50	Distinguished
Land Raider Proteus	65	Distinguished
Land Raider Achilles Alpha	70	Distinguished
Spartan Assault Tank	80	Distinguished
Fellblade Super-Heavy Tank	100	Famed
Glaive Super-Heavy Special Weapons Tank	100	Famed
Falchion Super-Heavy Tank Destroyer	110	Famed
Typhon Heavy Siege Tank	100	Famed
Cerberus Heavy Tank Destroyer	110	Famed
Mastodon Heavy Assault Transport	90	Famed
Malcador Assault Tank	85	Distinguished
Terrax Pattern Termite Assault Drill	50	Respected
Sabre Strike Tank	60	Distinguished
Arquitor Bombard	50	Distinguished
Kratos Heavy Tank	90	Distinguished

SCIMITAR JETBIKE

The Scimitar-pattern Jetbike is an single-person assault platform that uses anti-gravity plates to propel itself through the sky. Resembling a flying ribbed dildo (like the one your mom uses ***OH***), and capable of mounting numerous heavy weapons, the Scimitar Jetbike is also armoured better than the Bullock-pattern Jetbikes utilized by the Dark Angels and White Scars, but pale in comparison to the Gyrfalcon Jetbikes of the Legio Custodes.

Type: Skimmer
Tactical Speed: 50m
Cruising Speed: 400 kph
Maneuverability: +25
Structural Integrity: 18
Size: Hulking
Armour: Front 16, Side 12, Rear 12
Crew: Pilot
Carrying Capacity: Personal gear.

Weapons

One Pilot-operated weapon (Selected at requisition)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 120, Full, Tearing)
Plasma Cannon (150m, S/-/-, 2d10+12E, Pen 10, Mag 32, 5 Full, Overheats, Maximal, Blast (3))
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 24, Full, Melta, Blast (1))
Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate)

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that would otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.
Armored Carriage: The pilot of a Scimitar Jetbike increases their effective Toughness Bonus by 2 for the purpose of damage soak.
Exposed: Enemies may target the pilot of a Scimitar Jetbike with a Called Shot Attack Action. In addition, when an enemy makes a Full Auto Attack Action against a Scimitar Jetbike, every third hit strikes the pilot instead of the vehicle itself.
Targeting Array: The driver of the vehicle gains the Auto-Stabilized trait for firing this vehicle's weapons.

SHAMSHIR JETBIKE
The Shamshir-pattern Jetbike possesses increased speed and maneuverability compared to the Scimitar from which it was derived. The versatility of its scatterbolt launchers allows for rapid and efficient clearing of hordes and individual enemies alike, though its rarity limits it to the Champions of the White Scars Legion.

Type: Skimmer
Tactical Speed: 60m
Cruising Speed: 600 kph
Maneuverability: +30
Structural Integrity: 18
Size: Hulking
Armour: Front 16, Side 12, Rear 12
Crew: Pilot
Carrying Capacity: Personal gear.

Weapons
One Pilot-operated Scatterbolt Bolter
- Rapid Fire Mode (150m, -/-/8, 1d10+12X, Pen 5, Mag 120, Full, Tearing)
- Scatterbolt Mode (40m, S/-/-, 1d10+12X, Pen 5, Mag 120, Full, Tearing, Spray)

Special Rules
Skimmer
Armored Carriage
Exposed
Targeting Array

Legion Specific: This vehicle may only be selected by a Legionary of the White Scars.

ESTOC JETBIKE
Yet another sword-named Jetbike, this one is a lightly armored bike that possesses greater speed and maneuverability than the Scimitar but lacks armor and the ability to mount heavier weaponry. These are used for reconaissance, and their built-in Oracle Arrays allow efficient targeting of enemies "markerlit", allowing nearby allies to mop up the problem quickly and easily.

Type: Skimmer
Tactical Speed: 60m
Cruising Speed: 600 kph
Maneuverability: +30
Structural Integrity: 16
Size: Hulking
Armour: Front 15, Side 10, Rear 10
Crew: Pilot
Carrying Capacity: Personal gear.

Weapons
One Pilot-operated weapon (Selected at requisition)
Bolter (100m, S/3/-, 1d10+9X, Pen 4, Mag 40, Full, Tearing, Twin-Linked)
Heavy Rotor Cannon (150m, -/6/10, 1d10+9I, Pen 3, Mag 200, 5 Full, Tearing)
Grenade Launcher (60m, S/-/-, Mag 6, Rld Full) with 6 grenades selected from the list below.
- Frag - 2d10+2X, Pen 0, Blast (4)
- Krak - 3d10+4X, Pen 6

Special Rules
Skimmer
Armored Carriage
Exposed
Targeting Array

Oracle Array: The Oracle Array follows the rules for an Augury Scanner. In addition, as a Full Action, the bearer may perform a Challenging (+0) Tech Use test to target an enemy within 100m. Until the start of the bearer's next round, allies in Support Range gain a +10 bonus to Ballistic Skill tests against the designated unit. This benefit is not cumulative, having no further effect if multiple Oracle Arrays nominate the same target. This action is considered an Attack action.

OUTRIDER MOTORBIKE
The Outrider Motorbike is a sleek and up-armored attack bike, in the process of being replaced by lesser models due to its temperamental machine spirit and constant need for maintenance. Being somewhat larger than conventional bikes, it takes those of impressive strength and fortitude to master one. With mastery of the Outrider Motorbike comes mastery of speed itself.

Type: Ground Vehicle
Tactical Speed: 25m
Cruising Speed: 150 kph
Maneuverability: +25
Structural Integrity: 20
Size: Hulking
Armour: Front 18, Side 15, Rear 15
Crew: Driver
Carrying Capacity: Personal gear.

Weapons
One Pilot-operated Twin-Linked weapon (Selected at requisition)

Bolter (100m, S/3/-, 1d10+9X, Pen 4, Mag 40, Full, Tearing, Twin-Linked)
Flamer (20m, S/-/-, 1d10+4E, Pen 3, Mag 20, 2Full, Flame, Spray, Twin-Linked)

Meltagun (20m, S/-/-, 2d10+10E, Pen 12, Mag 25, Full, Melta, Twin-Linked)
Plasma Gun (90m, S/2/-, 1d10+8E, Pen 10, Mag 40, 5 Full, Overheats, Maximal, Twin-Linked)
Snub Rotor Cannon (30m, -/4/8, 1d10+6I, Pen 3, Mag 300, 5 Full, Tearing, Storm)

Special Rules
Exposed
Targeting Array

ANVILLUS-PATTERN DREADCLAW DROP POD
Initially designed for inserting Legionaries into enemy voidships as part of boarding actions, Dreadclaws are designed to survive all incoming fire and safely deliver their cargo. Unlike normal Drop Pods, Dreadclaws can act as independent dropships, taking off and redeploying as needed. It is arguable which is worse – the heat blast that clears a landing zone, or the cargo within.

Type: Spacecraft / Flyer
Tactical Speed: 200 AU / 20m
Cruising Speed: 12,000 kph / 150 kph
Maneuverability: +0
Structural Integrity: 30
Size: Enormous
Armour: Front 28, Side 28, Rear 28
Crew: None
Carrying Capacity: 10 Power-Armored Legionaries and equipment, or one Dreadnought.

Weapons
One Machine-Spirit operated Frag Assault Launcher (10m, S/-/-, 2d10+2X, Pen 0, Mag 30, Rld 2 Full, Blast (5), Pinning, Spray)

Special Rules
Drop Pod Assault
Power of the Machine Spirit

Atmospheric Reconfiguration: Upon landing and disgorging its cargo, the Dreadclaw switches its profile to a Flyer, and uses the second value in Tactical Speed and Cruising Speed entries. The Dreadclaw may land and re-embark Legionaries as a Full Action.

Heat Blast: A Dreadclaw may reconfigure its engines to vent directly on enemies in a landing zone. When first landing, the Dreadclaw may declare a Landing Heat Blast. Every enemy within 15m is struck by the flame, inflicting a single 2d10+9E Pen 4 hit, with the Flame and Spray qualities. This hit may be dodged and shielded as normal if possible, but enemies may not count the benefits of armor granted by cover.

Upon switching to Flyer Mode, the Dreadclaw may declare a Flying Heat Blast on any enemy it passes over, inflicting 1d5 hits for 2d10+3E Pen 4 with the Flame and Spray qualities. This hit may be dodged and shielded as normal if possible, but enemies may not count the benefits of armor granted by cover. However, if a Jam is rolled for any hit, the Dreadclaw suffers 1d10 damage to Hull Integrity, ignoring armor.

KHARYBDIS-PATTERN ASSAULT CLAW
A larger variant of the Dreadclaw, the Kharybdis can transport entire squads, as well as heavier weapons. While many Legions swore by their effectiveness, some began to note ominous abberations in their machine spirits – bloodthirsty, aggressive ones.

Type: Spacecraft / Flyer
Tactical Speed: 150 AU / 15m
Cruising Speed: 10,000 kph / 120 kph
Maneuverability: +0
Structural Integrity: 50
Size: Massive
Armour: Front 28, Side 28, Rear 28
Crew: None
Carrying Capacity: 20 Power-Armored Legionaries and equipment, or one Dreadnought. In a Kharybdis, Rapier batteries may be transported, counting as four Legionaries.

Weapons
Five Machine-Spirit operated Storm Launchers (100m, -/2/-, 2d10+8X, Pen 4, Mag 20, Rld 4 Full, Pinning, Twin-Linked)

Special Rules
Drop Pod Assault
Power of the Machine Spirit
Atmospheric Reconfiguration
Heat Blast

Melta Ram: The Kharybdis may execute Ram attacks like a ground vehicle, against enemy vehicles. This Ram attack uses the Machine Spirit's Pilot Characteristic of 50, and inflicts 2d10+15 damage with a Pen of 24 rather than normal ram damage. The Kharybdis does not take reciprocal damage – it is not hitting the enemy vehicle, but melting it with its engines instead!

JAVELIN ATTACK SPEEDER

Sharing many systems with Scimitar Jetbikes, Javelins are fast, highly maneuverable, and allow for greater strikes than a Land Speeder would allow. However, many of the Mechanicum would grow to distrust this grav technology, and over time demand would vastly outstrip the supply of Javelins being produced.

Type: Skimmer
Tactical Speed: 30m
Cruising Speed: 250 kph
Maneuverability: +20
Structural Integrity: 35
Size: Enormous
Armour: Front 25, Side 25, Rear 20
Crew: Pilot, Gunner
Carrying Capacity: None

Weapons

One Pilot-Operated Hull-Mounted weapon from the following list.
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))

One Gunner-Operated Hull-Mounted weapon from the following list.
Cyclone Missile Launcher (300m, S/2/-, Mag 12, Rld 3 Full)
Frag (2d10X, Pen 4, Blast (5), Devastating (1))
Krak (3d10+10X, Pen 8, Blast (1))
Twin-Linked Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 12, Rld 2 Full, Proven (3), Twin-Linked)
Twin-Linked Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 80, 5 Full, Deflagrate, Twin-Linked)

Special Rules

Skimmer
Exposed

Grav Backwash: Unless the vehicle has suffered an Immobilized result, all Weapon Skill tests to hit the vehicle in melee suffer a -20 penalty.

KYZAGAN ASSAULT SPEEDER

With few heavy tanks able to keep pace with the White Scars' Jetbike phalanxes, the Legion found itself making due with the Javelin platform. Upgrading a number of the vehicles into heavy weapons platforms allowed the White Scars to engage almost any type of enemy required.

Type: Skimmer
Tactical Speed: 30m
Cruising Speed: 250 kph
Maneuverability: +20
Structural Integrity: 35
Size: Enormous
Armour: Front 30, Side 25, Rear 20
Crew: Pilot, Gunner
Carrying Capacity: None

Weapons

One Pilot-Operated Kheres-Pattern Assault Cannon (150m, -/-/8, 2d10+12I, Pen 6, Mag 200, Rld 3 Full, Devastating (1), Storm, Tearing)
Two Gunner-Operated Reaper Autocannons (300m, -/-/4, 3d10+8I, Pen 6, Mag 120, Rld 5 Full, Twin-Linked)

Special Rules

Skimmer
Exposed
Grav Backwash

Strafing Run: The vehicle suffers no penalty to Ballistic Skill tests from moving when firing at ground targets.

Legion Specific: This vehicle may only be selected by a Legionary of the White Scars.

LIGHTNING PRIMARIS STRIKE FIGHTER

Created on the world of Voss as a customizable aerial strike platform, the Lightning Primaris saw use in many Legions for its ability to mount a weapon for any situation. It required either servitor or Legionary pilots, limiting its use in Excertus forces. Rumors of a lesser pattern that addressed this would spread, but not be seen until the Scouring.

Type: Flyer
Tactical Speed: 30 AU / 35m
Cruising Speed: 2,750 kph
Maneuverability: +30
Structural Integrity: 25
Size: Enormous
Armour: Front 25, Side 25, Rear 20
Crew: Pilot
Carrying Capacity: None.

Weapons

One Pilot-Operated Twin-Linked Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3), Twin-Linked)

Three Pilot-operated Hardpoint Slots selected from the following list. A weapon from the list can be selected more than once.
Twin-Linked Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 200, Rld 2 Full, Reliable, Twin-Linked)
Twin-Linked Multilaser (150m, -/-/5, 2d10+10E, Pen 2, Mag 100, Rld 2 Full, Reliable, Twin-Linked)
Twin-Linked Missile Launcher (300m, S/-/-) with 10 missiles selected from the list below.
- Frag - 2d10X Pen 4 Blast (5) Devastating (1)
- Krak - 3d10+10X Pen 8 Blast (1)
- Rad - 1d10+10E Pen 8 Blast (4), Fleshbane, Rad-Phage
Two Sunfury Heavy Missiles (300m, S/-/-, 2d10+9E, Pen 8, Blast (10))
Two Kraken Penetrator Missiles (300m, S/-/-, 3d10+10X, Pen 20, Armorbane)
One Phosphex Bomb Cluster (200m, S/-/-, 2d10+5E, Pen 12, Crawling Fire, Lingering Death, Blast (5))
Two Electromagnetic Storm Charges (200m, S/-/-, 1d10+3E, Pen 6, Blast (10), Haywire, Electrostorm)

Armorbane: Against Vehicles, Structures, and enemies with the Daemon Engine trait, the weapon's Penetration is doubled.

Electrostorm: Rolls on the Haywire table are increased by 2 before applying the result. For example, a roll of 6 on the table is modified to 8 on the Haywire table.

Special Rules
Flyer
Reinforced Hull

XIPHON INTERCEPTOR
A Void / Atmospheric combat craft, the Xiphon Interceptor's ancient lineage is shared with vehicles like the Thunderbolt Fighter and the Amhut Voyager (whatever that is). Recovered from the 38083 Rhadamanthus Trans-Neptunian Object, Xiphons were ill-favored by the Mechanicum, and were often only seen in use with the Ultramarines and Dark Angels, mothballed by most until the start of the Age of Darkness.

Type: Spacecraft
Tactical Speed: 30 AU / 40m
Cruising Speed: 3,000 kph
Maneuverability: +35
Structural Integrity: 25
Size: Enormous
Armour: Front 25, Side 25, Rear 25
Crew: Pilot
Carrying Capacity: None.

Weapons
Two Pilot-Operated Twin-Linked Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3), Twin-Linked)
One Pilot-Operated Xiphon Rotary Missile Launcher (350m, -/-/2, 3d10+10X, Pen 12, Mag 40, Rld 4 Full, Terminal Tracking, Cluster Warhead)

Terminal Tracking: Successful Vehicle Dodge and Jink tests performed by enemies must be rerolled. The second result stands.
Cluster Warhead: If scoring Righteous Fury on an enemy vehicle, roll 3 die and select the highest result.

Special Rules
Spacecraft
Reinforced Hull

STORM EAGLE
One of many gunship designs, the Storm Eagle is a tactical strike unit, inserting Legionaries into hostile areas and providing fire support from the sky. Lacking speed and maneuverability of fighters and bombers, its versatility and support ability make it superior in a landing assault. Its modularity would see at least one Legion make their own unique patterns for it.

Type: Spacecraft
Tactical Speed: 28 AU / 28m
Cruising Speed: 2000 kph
Maneuverability: +20
Structural Integrity: 45
Size: Massive
Armour: Front 35, Side 35, Rear 35
Crew: Pilot, Gunner
Carrying Capacity: 20 Legionaries and gear.

Weapons
Pilot-Operated Twin-Linked Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing, Twin-Linked)
One Gunner-Operated Vengeance Launcher (300m, S/2/-, 2d10+3X, Pen 6, Mag 30, Rld 3 Full, Blast (5))
Four Tempest Rockets (400m, S/-/-, 2d10+9X, Pen 6, Sunder, One Shot)

Sunder: Damage dice may be rerolled. The second result stands.

Special Rules
Spacecraft
Reinforced Hull
Power of the Machine Spirit

DARKWING GUNSHIP

A variant of the Storm Eagle used by the Raven Guard, and never granted to the Mechanicum, is equipped with all sorts of stealth systems like rad-shrouded armor, qualtum repellors, and even includes a heavier armament. Though capable of transporting fewer legionaries, the Raven Guard never fielded large squads anyway, so no real loss.

A Darkwing Gunship uses the rules for a Storm Eagle, except for the following changes.

Carrying capacity is 16 Legionaries and gear.

Tempest Rockets are replaced by two Twin-Linked Lascannons (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3), Twin-Linked)
Vengeance Launcher has been equipped exclusively with Eclipse Missiles (300m, S/2/-, 1d10+9X, Pen 4, Mag 30, Rld 3 Full, Blast (5), Nova Grenade Flash, Concussive)
The Darkwing Gunship may add its Maneuver Bonus to Silent Move and Concealment tests the Pilot may be required to make when ninja-ing into locations.

Legion Specific: This vehicle may only be selected by a Legionary of the Raven Guard.

FIRE RAPTOR

One variant of the Storm Eagle was created to provide overwhelming fire support to Legionaries on the ground. Firing waves of bolt shells, high explosive rockets, and autocannon rounds, the Fire Raptor's dedicated gunners allow for pinpoint precision even at speed.

Type: Spacecraft
Tactical Speed: 35 AU / 35m
Cruising Speed: 2500 kph
Maneuverability: +20
Structural Integrity: 50
Size: Massive
Armour: Front 35, Side 35, Rear 35
Crew: Pilot, Gunner, 2 Turret Gunners
Carrying Capacity: None

Weapons

Pilot-Operated Twin-Linked Avenger Bolt Cannon (300m, -/-/7, 2d10+10X, Pen 8, Mag 350, Rld 4 Full, Tearing)
Two Turret Quad Heavy Bolters (300m, -/-/6, 2d10+10X, Pen 5, Mag 400, Rld 2 Full, Tearing, Storm, Twin-Linked) OR Reaper Autocannon Batteries (300m, -/-/4, 3d10+8I, Pen 6, Mag 120, Rld 5 Full, Twin-Linked)
Four Tempest Rockets (400m, S/-/-, 2d10+9X, Pen 6, Sunder, One Shot)

Special Rules

Spacecraft
Reinforced Hull
Power of the Machine Spirit

CAESTUS ASSAULT RAM

Charging in like the fist of an angry God-Empe…whoops, just Emperor, he doesn't like that last bit, the Caestus Assault Ram is a solid brick designed to ram an enemy voidship, and shit out Legionaries. It IS named after a leather studded boxing glove, after all. It makes sense.

Type: Spacecraft
Tactical Speed: 50 AU / 50m
Cruising Speed: 5000 kph
Maneuverability: +20
Structural Integrity: 40
Size: Massive
Armour: Front 40, Side 35, Rear 25
Crew: Pilot
Carrying Capacity: 10 Legionaries.

Weapons

Pilot-Operated Twin-Linked Magna Melta (60m, S/-/-, 3d10+10E, Pen 15, Mag 50, Rld 4 Full, Blast (10), Melta)
Pilot-Operated Firefury Missile Battery (250m, -/-/4, 2d10+8X, Pen 6, Mag 4, Blast (3), One Shot) OR Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2))

Special Rules

Spacecraft
Reinforced Hull

Caestus Ram: The vehicle's front arc has a PR35 shield that does not overload. The vehicle may perform the Ram action, and when ramming, the attack gains additional 2d10 damage, the Tearing quality, and adds +2 to Critical Hit chart.
Misericorde: Legionaries in Terminator Armor do not take up two slots in the vehicle.

SOKAR-PATTERN STORMBIRD

Forge World hurt a lot of people's precious feelings when they made the Sokar-Pattern Stormbird, causing them to explain it's an intermediate design between the Thunderhawk and the original Warhawk and Nepheros-pattern Stormbirds. Regardless of peoples' opinions, the Stormbird is not only a transport, but a mobile firebase, with overwhelming firepower and the ability to transport half a company of Legionaries to the field. Forces of the Excertus Imperialis call it the Death Bird, for good reason.

Type: Spacecraft
Tactical Speed: 25 AU / 25m
Cruising Speed: 1650 kph
Maneuverability: +10
Structural Integrity: 150
Size: Monumental
Armour: Front 45, Side 40, Rear 35
Crew: Pilot, Copilot, 4 Gunners, Navigator
Carrying Capacity: 50 Legionaries or equivalent. A Stormbird may carry a vehicle based on the Rhino chassis, counting as 25 Legionaries, as well as Bikes, Jetbikes, and Rapiers, counting as 4 Legionaries each, or Dreadnoughts, counting as 10 Legionaries.

Weapons

Four Gunner-Operated Turret Twin-Linked Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3), Twin-Linked)
Three Copilot-Operated Twin-Linked Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing, Twin-Linked)
Six Dreadstrike Missiles (1200m, S/-/-, 3d10+30X, Pen 12, Blast (5), One Shot) OR One Macro-Bomb Cluster Payload (S/-/-, 3d10+10X, Pen 8, Blast (3d10+10), One Shot)

Special Rules

Spacecraft
Reinforced Hull
Power of the Machine Spirit

Dual Void Shield Generator: The Storm Bird has two Void Shields.
Shield Projection: When hovering and stationary, the vehicle may extend its void shields out 30m from its hull and wings, protecting troops beneath it.
Reinforced Structure: The Stormbird is so beast its hull has a PR35 field representing how tough it is. This field does not overload. Ever.
Armored Ceramite: Additional layers of ceramite blunt the penetrative force of Melta weaponry. Melta Weapons do not benefit from the Melta Quality. If a Melta Weapon does not have the Melta rule, its Penetration is set to 0.

SICARAN BATTLE TANK

This, along with the Spartan, is the tank that defines the Age of Darkness. Invented by Ferrus Manus and Roboute Guilliman in tandem, the Sicaran uses STC information from multiple tanks, combined into one crazy good one. Utilizing nascent Accelerator technology, the Sicaran's weapons are capable of functioning as both excellent anti-infantry and anti-tank as needed. That just sounds so cool – *Accelerator Cannon.* Yeah.

Type: Ground Vehicle
Tactical Speed: 25m
Cruising Speed: 74 kph
Maneuverability: +5
Structural Integrity: 45
Size: Massive
Armour: Front 40, Side 35, Rear 25
Crew: Driver, Turret Gunner, Two Sponson Gunners
Carrying Capacity: None.

Weapons

Gunner-Operated Turret Accelerator Autocannon 300m, -/-/6, 3d10+8R, Pen 6, Mag 140, 3 Full, Razor Sharp, Rapid Tracking)

Driver-Operated Hull-Mounted Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)

Two Gunner-Operated Sponson-Mounted weapons from the following list.
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

Rapid Tracking: This weapon inflicts a penalty to enemy Dodge and Jink tests equal to 5x DoS on Ballistic Skill test.

Special Rules
Ground Vehicle
Reinforced Hull

SICARAN PUNISHER
The Sicaran Punisher uses a fast-firing rotary cannon first invented for the Cerberus Battle Tank. What is that? Dunno. Alan Bligh took it with him to the grave. Regardless, the tank is excellent at hunting infantry, its speed negating the weapon's short range.

A Sicaran Punisher uses the rules for a Sicaran Battle Tank, except for the following changes.

A Sicaran Punisher possesses a turret-mounted Punisher Rotary Cannon (250m, S/4/9, 2d10+5I, Pen 6, Mag 180, 3 Full, Storm, Rolling Thunder)

Rolling Thunder: If the Tank does perform a maneuver action or movement before it fires, the firer may opt to have the Punisher Rotary Cannon gain the Razor Sharp and Recharge qualities.

SICARAN ARCUS
A tank variant pioneered by Roboute Guilliman to provide Legionaries with fast-moving, heavy support with an advanced rotary launcher. The Mechanicum, however, would refuse to sanction the pattern in a butthurt fit of galactic proportions – one of the missile types, borne of Terran ingenuity, could flood Cybernetica Cortexes with xenon, forcing terminal cascade failures and "brain death." The Mechanicum loved their beep boops, and placed a moratorium on the tank. Ten thousand years later, while the reason would be long forgotten, the refusal to sanction the tank would remain in place. I wonder if Guilliman, now that he's back, will have something to say about this?

A Sicaran Arcus uses the rules for a Sicaran Battle Tank, except for the following changes.

A Sicaran Arcus possesses a turret-mounted Arcus Launcher. The Arcus Launcher's profile depends on the type of missile equpped, and could switch between missiles after firing its currently equipped ones immediately. Therefore instead of an ammunition count and reload speed, the Arcus Launcher possesses a Missile Count, which tells how many missiles the tank can carry before running out. Reload between missiles is considered instantaneous. For every missile type equipped beyond Arcus Warheads, add 5 to the Requisition cost.

Arcus Warheads (250m, S/2/4, 3d10+10X, Pen 12, Cluster Warhead, Terminal Tracking)
Skyspear Warheads (350m, S/4/-, 3d10+8X, Pen 8, Missile Count 40, Terminal Tracking, Anti-Air (Advanced))
Pyrax Warheads (250m, S/2/-, 2d10+3E, Pen 6, Missile Count 20, Blast (5), Ignores Cover)
Neutron Flux Warheads (100m, S/4/-, 3d10+8E, Pen 6, Missile Count 40, Terminal Tracking, Neutron Flux)

Neutron Flux: After suffering at least one wound from this weapon, enemy Battle Automata and Stratos Automata must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc).

SICARAN OMEGA TANK DESTROYER
While many who see it believe it "crude" compared to many other tanks of the Great Crusade, the Sicaran Omega Tank Destroyer uses its speed to flank enemy vehicles and deliver devastating plasma bursts.

A Sicaran Omega uses the rules for a Sicaran Battle Tank, except for the following changes.

A Sicaran Omega possesses a turret-mounted Omega Plasma Array (100m, Mag 60, Rld 5 Full) that may be fired as a Plasma Volley (S/3/6, 3d10+8E, Pen 12, Twin-Linked), using one unit of ammunition per shot fired, or as a Sustained Burn (S/-/-, 5d10+10E, Pen 12, Twin-Linked, Volatile, Plasma Burn), using 6 units of ammunition per shot fired.

Plasma Burn: If at least three degrees of success are scored on the Ballistic Skill test, an additional hit is generated for every two degrees of success past the third. For example, if five degrees of success are scored, one additional hit is generated.

A Sicaran Omega possesses the Volatile Containment trait.

Volatile Containment: If the Sicaran Omega is reduced to zero hull integrity, it immediately suffers the Explodes result, at double the maximum range and damage.

SICARAN VENATOR TANK DESTROYER
A dedicated tank destroyer variant of the Sicaran, where the turret is replaced by a Neutron Laser. Introduced at the very start of the Age of Darkness, this tank would prove instrumental, scything through enemy tanks, and surviving where lesser vehicles fell.

A Sicaran Venator uses the rules for a Sicaran Battle Tank, except for the following changes.

A Sicaran Venator's Hull-Mounted Heavy Bolter is instead Pintle-Mounted.
A Sicaran Venator does not have a turret, replacing it with a Hull-Mounted Neutron Beam Laser (200m, S/2/-, 4d10+20E, Pen 15, Concussive, Shock Pulse).

A Neutron Beam Laser draws power from the vehicle's atomantic reactor, and does not worry about trivial shit like ammo.

Shock Pulse: If an enemy vehicle suffers damage from this weapon, the enemy's Ballistic Skill is reduced to 10, ignoring bonuses to Ballistic Skill tests, and the enemy may not fire weapons with the Blast quality, until the end of their next round.

DEIMOS PREDATOR TANK

A Deimos Predator was a tougher variant of the normal Predator, a medium tank with good speed, firepower, and protection. Capable of bearing heavier weapons than its lesser counterpart, the Deimos is expected to dominate most equivalent tanks it is pressed against.

Type: Ground Vehicle
Tactical Speed: 15m
Cruising Speed: 70 kph
Maneuverability: +0
Structural Integrity: 45
Size: Massive
Armour: Front 35, Side 25, Rear 20
Crew: Driver, Turret Gunner, Two Sponson Gunners, Pintle Gunner
Carrying Capacity: None.

Weapons

One Gunner-operated Turret-Mounted weapon from the following list.

Predator Autocannon (300m, S/3/6, 3d10+8I, Pen 6, Mag 60, 2Full, Reliable)
Heavy Conversion Beamer (150m, S/-/-, Damage Below)
-Short Range (Target < 75m): 1d10+6E, Pen 4, Blast (5), Firing Calibration
-Medium Range (75m <= Target <=150m): 2d10+8E, Pen 8, Blast (8), Firing Calibration
-Long Range (150m < Target): 3d10+10E, Pen 12, Blast (10), Firing Calibration
Magna-Melta (60m, S/-/-, 3d10+10E, Pen 15, Mag 50, Rld 4 Full, Blast (10), Melta)
Flamestorm Cannon (50m, S/-/-, 2d10+15E, Pen 8, Mag 50, Rld 4 Full, Flame, Spray)
Plasma Destroyer (200m, S/2/3, 2d10+12E, Pen 12, Mag 48, Rld 5 Full, Blast (3), Volatile, Maximal)
Neutron Blaster (100m, S/-/-, 4d10+20E, Pen 15, Concussive, Shock Pulse).
Volkite Macro-Saker (280m, S/2/4, 2d10+9E, Pen 4, Mag 60, 5 Full, Storm, Deflagrate)
Gravis Lascannon (300m, S/2/-, 5d10+10E, Pen 10, Mag 12, Rld 3 Full, Proven (3), Sunder)
Graviton Cannon (250m, S/-/-, *, Pen 4, Mag 5, Rld 3 Full, Blast (5), Concussive, Haywire, Graviton Pulse)

A Neutron Blaster draws power from the vehicle's atomantic reactor, and does not worry about trivial shit like ammo.

Firing Calibration: The weapon may not be fired at all if the vehicle performed a Move Action of any kind. No exceptions – stay still!

Two Sponson Weapons from the following list.
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))
Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate)

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2))

Special Rules

Ground Vehicle
Reinforced Hull

VINDICATOR DESTROYER

A Vindicator can mount an upgunned Laser Destroyer Array, increasing its vehicle hunting ability at the cost of area damage. By staying stationary, power that would have gone to motive systems instead are directed to the gun.

A Vindicator Destroyer uses the rules for a Vindicator, except for the following changes.

The Vindicator's Demolisher Cannon is replaced by a Laser Destroyer Array (300m, S/-/-, 6d10+12E, Pen 14, Proven (4), Twin-Linked)

Power Capacitor: The Laser Destroyer Array does not use ammo, drawing power from the Capacitor. If the Vindicator Tank has not moved, its fire rate becomes -/2/-. Alternatively, if the Vindicator Tank has not moved, its fire rate may be boosted to become -/-/3. If this last option is selected, roll 1d10 after firing. If the result is a 1 or 2, then the Vindicator suffers 1d10 damage to hull integrity, ignoring armor.

WHIRLWIND SCORPIUS

The term "Whirlwind" is a relative one, used to denote a vehicle-mounted multiple missile launcher system. The Whirlwind Scorpius was actually designed by the Space Wolves, mounting a rapid-fire missile system on a Predator chassis, and rolling alongside armor columns to provide support as needed.

Type: Ground Vehicle
Tactical Speed: 15m
Cruising Speed: 70 kph
Maneuverability: +0
Structural Integrity: 30
Size: Enormous
Armour: Front 35, Side 28, Rear 20
Crew: Driver, Gunner
Carrying Capacity: None

Weapons

One Gunner-Operated Scorpius Multi-Launcher (300m, S/-/-, 3d10+10X, Pen 8, Mag 60, Rld 4 Full, Blast (3), Devastating (2), Rocket Barrage)

One Driver-Operated Hull-Mounted Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)

Rocket Barrage: If the Whirlwind Scorpius does not move, the fire rate of the Scorpius Multi-Launcher is increased to S/-/1d5+1

Special Rules

Ground Vehicle
Reinforced Hull

LEGION ARTILLERY TANK

A Legion is expected to maintain its own troops, armor, and artillery, to better take on any situation. This is the reason why the Legions would be split after the Age of Darkness. For now, though, accept the fact that Legion Artillery is available. Some Legions, like the Iron Warriors and Imperial Fists, would take to it with aplomb.

Type: Ground Vehicle
Tactical Speed: 12m
Cruising Speed: 35kph
Maneuverability: -5
Structural Integrity: 40
Size: Massive
Armour: Front 30, Side 20, Rear 20
Crew: Commander, Driver, Gunner, Loader
Carrying Capacity: None

Weapons

One Gunner-Operated Earthshaker Cannon (3500m, S/-/-, 4d10+10X, Pen 8, Mag 1, Rld Full, Blast (20), Concussive (3), Indirect (5)) OR Medusa Cannon (1050m, S/-/-, 3d10+30X, Pen 12, Mag 1, Rld Full, Blast (10), Indirect (3))

Driver-Operated Hull-Mounted Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)

Special Rules

Ground Vehicle
Reinforced Hull

LAND RAIDER PROTEUS

The original Land Raider ported from 1987 to the modern day, this ancient tank is the progenitor of all Land Raiders that currently exist. It bears a potent Explorator Augury web, allowing the Legionaries within to augment their own battlefield control or disrupt the enemy's chain of command.

Type: Ground Vehicle
Tactical Speed: 15m
Cruising Speed: 70 kph
Maneuverability: +0
Structural Integrity: 45
Size: Massive
Armour: Front 45, Side 45, Rear 45
Crew: Driver, Commander, two Gunners
Carrying Capacity: 8 Legionaries.

Weapons
One Driver-Operated Hull-mounted weapn from the following list

Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

Two Sponson-mounted Gravis Lascannon (300m, S/2/-, 5d10+10E, Pen 10, Mag 12, Rld 3 Full, Proven (3), Sunder)

Special Rules
Ground Vehicle
Power of the Machine Spirit
Reinforced Hull
Searchlight

Explorator Augury Web: The Explorator Augury Web allows the vehicle to move up to double its Tactical Speed as a free action before initiative is rolled in an encounter. The vehicle moves normally afterwards. It may function in two modes, switched by the driver as a Half Action.

In Relay Mode, any character using this equipment also gains a +20 to Command Skill tests and may reroll any failed Command Skill tests. The character may use his Command skill to affect a number of squads, units, or other teams equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron Discipline, Master Orator, and the like.

In Disruption mode, any enemy within 5km suffers a -20 to Command tests, and must reroll successful Command tests.

LAND RAIDER ACHILLES ALPHA
Simply put, the Land Raider Achilles Alpha is the most durable vehicle a Legionary can call upon. They can resist weapons that down even super-heavies, and are sealed against all external toxins. These vehicles are the vanguard of an assault, and their Legionary operators trust in their durability to lead the charge.

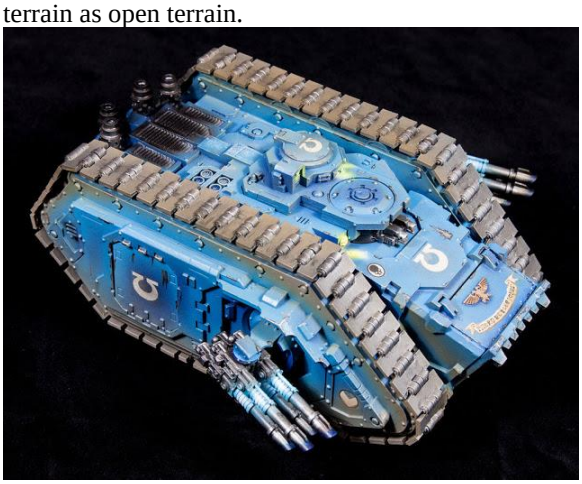
Type: Ground Vehicle
Tactical Speed: 15m
Cruising Speed: 70 kph
Maneuverability: +0
Structural Integrity: 45
Size: Massive
Armour: Front 45, Side 45, Rear 45
Crew: Driver, Commander, two Gunners
Carrying Capacity: 6 Legionaries.

Weapons
One Driver-operated Quad Launcher (300m, Mag 40, Rld 5 Full)
-Frag (S/-/-, 2d10+2X, Pen 4, Blast (5), Indirect, Shell-Shock)
-Shatter (S/4/-, 3d10+10X, Pen 6, Indirect, Sunder)
-Incendiary (S/-/-, 1d10+9E Pen 4, Blast (5), Flame, Ignores Cover)
-Splinter (S/-/-, 1d10+5R Pen 6, Blast (5), Tearing, Razor Sharp)

Two Sponson-mounted Twin-Linked Volkite Culverins (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate, Twin-Linked)

Special Rules
Ground Vehicle
Power of the Machine Spirit
Reinforced Hull
Searchlight

Enhanced Ferromantic Rites: The vehicle ignores the Melta and Lance qualities of weapons, only being affected by base Penetration. Vehicle critical hits are downgraded one level.
Galvanic Traction Drive: The vehicle treats all terrain as open terrain.



SPARTAN ASSAULT TANK
For when you have to drive a bangbus full of homies, and the goddamn Primarch too, the Spartan Assault Tank is your vehicle. Resembling the Land Raider, but at a much larger scale, the Spartan is able to carry large numbers of troops into battle. Only superheavy transporters exceed it. With heavy weapons to match,

the Spartan is the chariot of choice for you and your Deathstar.

Type: Ground Vehicle
Tactical Speed: 12m
Cruising Speed: 45 kph
Maneuverability: -15
Structural Integrity: 60
Size: Massive
Armour: Front 45, Side 45, Rear 45
Crew: Driver, Commander, two Gunners
Carrying Capacity: 20 Legionaries.

Weapons

One Driver-Operated Hull-Mounted Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing) OR Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)

Two Sponson-Mounted Quad Lascannons (300m, S/2/-, 5d10+10E, Pen 12, Mag 24, Rld 2 Full, Twin-Linked) OR Laser Destroyers (200m, S/-/-, 6d10+12E, Pen 14, Mag 12, Rld 2 Full, Proven (4), Twin-Linked)

Special Rules

Ground Vehicle
Power of the Machine Spirit
Reinforced Hull

FELLBLADE SUPER-HEAVY TANK

When the Legions ride, they ride in STYLE. The Fellblade Super-Heavy Tank is based off the Baneblade chassis, and is far more advanced than that ancient design. It bears an Atomantic Arc Reactor within its core, which allows for powering the mighty Accelerator Cannon, a multi-use weapon able to pierce heavy armor and infantry crowds alike.

Eleven barrels of hell? Try *thirteen.*

Type: Super-Heavy Ground Vehicle
Tactical Speed: 10m
Cruising Speed: 32 kph
Maneuverability: -30
Structural Integrity: 120
Size: Monumental
Armour: Front 50, Side 45, Rear 35
Crew: Driver, Commander, two Gunners
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing) OR Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)

One Turret-Mounted Fellblade Accelerator Cannon (900m, S/-/-, Mag 42, 4 Full)
- AP Shell – 4d10+10X, Pen 12, Blast (3), Armorbane
- HE Shell – 3d10+10X, Pen 8, Blast (12), Devastating (3)

Two Sponson-Mounted Quad Lascannons (300m, S/2/-, 5d10+10E, Pen 12, Mag 24, Rld 2 Full, Twin-Linked) OR Laser Destroyers (200m, S/-/-, 6d10+12E, Pen 14, Mag 12, Rld 2 Full, Proven (4), Twin-Linked)

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

Special Rules

Ground Vehicle
Super-Heavy
Reinforced Hull
Searchlight

GLAIVE SUPER-HEAVY SPECIAL WEAPONS TANK

What a mouthful. Still, the Glaive is a great tank. Why? That Volkite Carronade will burn through entire lines of troops at once. Every day is a lovely day for purging, and the Glaive makes the job even easier.

Type: Super-Heavy Ground Vehicle
Tactical Speed: 10m
Cruising Speed: 32 kph
Maneuverability: -30
Structural Integrity: 150
Size: Monumental
Armour: Front 50, Side 45, Rear 35
Crew: Driver, Commander, two Gunners
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing) OR Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)

One Turret-Mounted Volkite Carronade (400m, S/-/-, 3d10+10E, Pen 12, Heavy Beam, Deflagrate, Haywire, Blast (1))

Heavy Beam: Once fired, this weapon draws a line from its origin to its maximum range. EVERYTHING under this line, including the space taken by the blast quality, is hit.

A Volkite Carronade draws power from the vehicle's atomantic reactor, and does not worry about trivial shit like ammo.

Two Sponson-Mounted Quad Lascannons (300m, S/2/-, 5d10+10E, Pen 12, Mag 24, Rld 2 Full, Twin-Linked) OR Laser Destroyers (200m, S/-/-, 6d10+12E, Pen 14, Mag 12, Rld 2 Full, Proven (4), Twin-Linked)

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

Special Rules

Ground Vehicle
Super-Heavy
Reinforced Hull
Searchlight

FALCHION SUPER-HEAVY TANK DESTROYER

Mounting a twin-linked volcano cannon, the Falchion is able to wreck just about anything it points at. While proving effective against enemy titans at the start of the Age of Darkness, they were initially used to destroy incredibly large Xenos and recidivist conclaves. The Galaxy was a bizarre place once, until the Falchions evened the field.

Type: Super-Heavy Ground Vehicle
Tactical Speed: 10m
Cruising Speed: 32 kph
Maneuverability: -30
Structural Integrity: 150
Size: Monumental
Armour: Front 50, Side 45, Rear 35
Crew: Driver, Commander, two Gunners
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted Twin-Linked Volcano Cannon (3000m, S/-/-, 10d10+20E, Pen 20, Blast (8), Felling (6), Overheats, Twin-Linked, Destroyer)

A Volcano Cannon draws power from the vehicle's atomantic reactor, and does not worry about trivial shit like ammo.

Destroyer: If a target of Size (Hulking) or lower takes at least one wound or Hull Integrity, it is instantly incinerated.

Two Sponson-Mounted Quad Lascannons (300m, S/2/-, 5d10+10E, Pen 12, Mag 24, Rld 2 Full, Twin-Linked)

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

Special Rules

Ground Vehicle
Super-Heavy

Reinforced Hull
Searchlight

TYPHON HEAVY SIEGE TANK

Perturabo of the Iron Warriors had personally designed the Typhon Heavy Siege Tank, as a way to bring overbearing force against fortifications rapidly, faster than Excertus Imperialis forces could travel. Based off the Spartan chassis, but upgunned and uparmored, to many it resembles an upgunned Vindicator. It works, though.

Type: Super-Heavy Ground Vehicle
Tactical Speed: 12m
Cruising Speed: 32 kph
Maneuverability: -35
Structural Integrity: 75
Size: Monumental
Armour: Front 50, Side 50, Rear 50
Crew: Driver, Commander, two Gunners
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted Dreadhammer Siege Cannon (90m Moving / 300m Stationary, S/-/-, 3d10+30X, Pen 15, Mag 12, Rld 5 Full, Blast (12), Devastating (3), Ignores Cover)

Two Sponson-Mounted Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
OR Lascannons (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

Special Rules

Ground Vehicle
Super-Heavy
Reinforced Hull
Searchlight
Crushing Weight: When executing a Ram attack, attack gains an additional 2d10 damage and adds +4 to Critical Hit chart

CERBERUS HEAVY TANK DESTROYER

Another Spartan variant with upgunned weapon, the Cerberus uses a prototype Neutron Laser Projector powered by an atomantic arc reactor. The weapon itself was reverse-engineered, and the Mechanicum was insistent that until the deadly energy emanations could be solved, it was unfit for duty. They never got the chance, as a few years after first delivery, the Age of Darkness had begun.

Type: Super-Heavy Ground Vehicle
Tactical Speed: 12m
Cruising Speed: 32 kph
Maneuverability: -35
Structural Integrity: 75
Size: Monumental
Armour: Front 50, Side 50, Rear 50
Crew: Driver, Commander, two Gunners
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted Neutron Laser Battery (600m, -/-/1d5, 4d10+20E, Pen 15, Concussive, Shock Pulse, Feedback)

A Neutron Laser Destroyer draws power from the vehicle's atomantic reactor, and does not worry about trivial shit like ammo.

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

Shock Pulse: If an enemy vehicle suffers damage from this weapon, the enemy's Ballistic Skill is reduced to 10, ignoring bonuses to Ballistic Skill tests, and the enemy may not fire weapons with the Blast quality until the end of their next round.

Feedback: For every shot the weapon makes that fails to penetrate enemy armor, roll 1d10. On a 1-2, the vehicle loses 2d10 Hull Integrity.

Special Rules
Ground Vehicle
Super-Heavy
Reinforced Hull
Searchlight

Reactor Blast: If the vehicle is destroyed, the result is automatically Explodes, at the maximum range and damage. Critical hit rolls of 1 and 2 against the vehicle may be rerolled, in an attempt to get more damage. The second result stands.
Flare Shield: Enemy ranged attacks against the vehicle's Front facing roll one less damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. A Flare Shield has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons.

MASTODON HEAVY ASSAULT TRANSPORT
A transport reserved for breaching the heaviest of fortifications, a Mastadon is capable of boring into a fortress, and dropping almost 40 Legionaries into it to wreak havoc. Equivalent to a Stormbird on the Ground, the Mastodon will slowly but surely reach its target.

Type: Super-Heavy Ground Vehicle
Tactical Speed: 10m
Cruising Speed: 30 kph
Maneuverability: -40
Structural Integrity: 100
Size: Monumental
Armour: Front 50, Side 50, Rear 50
Crew: Driver, five Gunners
Carrying Capacity: 40 Legionaries. Up to two Dreadnoughts may be transported, counting as 10 Legionaries.

Weapons
One Driver-Operated Fixed Forward Siege Melta Array (30m, S/2/4, 3d10+10E, Pen 15, Melta, Blast (3), Stone-Burner)

A Siege Melta Array draws power from the vehicle's atomantic reactor, and does not worry about trivial shit like ammo.

Stone-Burner: Against Buildings and Fortification, every hit that inflicts at least one Hull Integrity of damage generates an additional 1d5 hits. These hits do not generate further hits.

Gunner-Operated Skyreaper Battery (300m, -/-/5, 3d10+8I, Pen 6, Mag 150, Rld 5 Full, Twin-Linked, Anti-Air (Advanced))

Two Sponson Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray) and two Sponson Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

Special Rules
Ground Vehicle
Super-Heavy
Smoke Launchers
Searchlight
Armored Ceramite
Dual Void Shield Generator

Enhanced Defensive Fire: The vehicle's sponson weapons may be fired at enemies assaulting the vehicle as the Gunner's Reaction. Lascannon sponsons suffer -20 penalty to the BS test, while Heavy Flamer Sponsons grant a +20 bonus to the enemy's Agility test.
Reinforced Shell: When suffering Critical Damage, divide the result by 4, rounding up. This does not apply to Righteous Fury. If the vehicle suffers a Destroyed result on the Critical Table, the vehicle is treated as an immobile building, granting 50 AP of Cover.

MALCADOR ASSAULT TANK
A truly ancient design originating on Ancient Terra, and named after the Sigillite, the Right Hand of the Emperor, this tank was numerous in the Legions, albeit mothballed for more advanced designs. The Malcador was surprisingly fast, owing to its Sub-Atomantic Arc Reactor drive, which would drift into the dusts of history over ten thousand years.

Type: Ground Vehicle
Tactical Speed: 15m
Cruising Speed: 45 kph
Maneuverability: -20
Structural Integrity: 100
Size: Immense
Armour: Front 40, Side 35, Rear 30
Crew: Driver, Commander, two Gunners
Carrying Capacity: None.

Weapons
One Commander-Operated Traverse-Mounted weapon from the following list.
Battle Cannon (750m, S/-/-, 3d10+10X, Pen 8, Mag 12, Rld 3Full, Blast (10), Concussive (3), Reliable) or Twin-Linked Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3), Twin-Linked)

One Driver-Operated Hull-Mounted weapon from the following list.
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))
Demolisher Cannon (50m, S/-/-, 4d10+20X, Pen 10, Mag 2, Rld Full, Blast (10), Concussive (3))

Two Sponson-Mounted weapons from the following list.
Heavy Bolters (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 20, Rld 2 Full, Reliable)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))

Special Rules
Ground Vehicle
Smoke Launchers
Searchlight

Sub-Atomantic Reactor: When executing a Ram attack, or suffering critical damage, one additional damage die must be rolled, dropping the highest.

Battle Speed: The Malcador may choose to move three times its Tactical Speed as a Full Action. If it does so, only the Traverse-Mounted weapon may fire.

TERRAX PATTERN TERMITE ASSAULT DRILL
Now here's a real blast from the past. Straight from the 1980's comes the Termite, a subterranean digging vehicle capable of transporting troops. Designed on Terra to remove burrowing xenos species, the Termite travels swiftly underground, bypassing surface defenses, and disgorges troops into enemy weak points. The Termite is used across the Excertus Imperialis, though different branches tend to use different loadouts.

Type: Ground Vehicle (Tracked)
Tactical Speed: 5m (Above Ground), 15m (Underground)
Cruising Speed: 20kph (Above Ground), 70 kph (Underground)
Maneuverability: -30 (Above Ground), +0 (Underground)
Structural Integrity: 30
Size: Enormous / 6
Armour: Front 30, Side 30, Rear 20
Crew: Driver, 2 Gunners
Carrying Capacity: 12 Legionaries and wargear. The Termite is incapable of transporting objects or entities of size Hulking / 5 or larger.

Weapons

Two Gunner-Operated Sponson Weapons
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Heavy Flamer (30m, S/–/–, 1d10+5E, Pen 4, Mag 20, 2 Full, Flame, Spray)
Twin-Linked Volkite Charger (55m, S/2/-, 2d10+3E, Pen 4, Mag 40, 6 Full, Deflagrate, Twin-Linked)

Special Rules
Ground Vehicle
Ponderous (Above Ground)
Reinforced Hull

Subterranean Assault: The first round of combat that a Termite breaches the surface, and troops begin to disembark, is considered a Surprise round.

Terrestrial Disregard: When a Termite breaches the surface for the first time in combat, the closest

vehicle within 5m of the breaching point automatically suffers a single hit, inflicting 3d10+30E damage with a Pen of 0 against the vehicle's Side armor. Infantry within 15m of the breaching point instead automatically suffer 2d5 hits, each inflicting 2d10+8I damage with a Pen of 6. Each hit is allocated by the driver of the Termite to a different target, and no target may take more than a single hit from the attack. At the conclusion of the breach, all terrain within 15m of the breaching point is considered Difficult Terrain.

Melta Cutters: The Termite treats all Difficult Terrain as open ground and ignores the effects of surface Weather and Unnatural Conditions. In addition, when executing a Ram action, the action inflicts an additional 2d10 damage, and is resolved at Pen 24.

SABRE STRIKE TANK

The Sabre Strike Tank is a fast and well-armed strike tank that uses heavy armaments to destroy key enemy targets, and its speed to evade further counter-attack. Only slightly larger than a Rhino, it possesses advanced weapon systems lay support fire for advancing infantry. This reimagining of the classic vehicle is surprisingly smol, measuring only slightly higher than a Terminator, while still packing a punch greater than its size would indicate.

Type: Ground Vehicle
Tactical Speed: 30m
Cruising Speed: 80 kph
Maneuverability: +10
Structural Integrity: 35
Size: Enormous
Armour: Front 30, Side 25, Rear 20
Crew: Driver, Pintle Gunner
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-mounted weapon from the following list.
Anvilus Snub Autocannon (100m, S/2/3, 3d10+12I, Pen 6, Mag 300, Rld 4 Full, Reliable, Twin-Linked, Sunder)
Neutron Blaster (100m, S/-/-, 4d10+20E, Pen 15, Concussive, Shock Pulse).
Volkite Saker (100m, S/3/6, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate)

A Neutron Blaster draws power from the vehicle's atomantic reactor, and does not worry about trivial shit like ammo.

One Driver-Operated Hull-mounted weapon from the following list.
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 24, Full, Melta, Blast (1))
Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate)

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

A Sabre may be equipped with four Sabre Missiles (250m, S/-/- 3d10+4X, Pen 6, Razor Sharp, One Use)

Special Rules

Ground Vehicle
Reinforced Hull
Smoke Launchers
Searchlight
Auxiliary Drive
Power of the Machine Spirit

ARQUITOR BOMBARD

A heavy artillery platform designed to operate at the forefront of a Legiones Astartes line infantry advance, the vehicle is equipped with a reinforced chassis and brutal short-range firepower. Its speed is notably lacking by design, such that it will never outpace the Legionaries it is designed to escort. The Arquitor's heavy armaments are capable of smashing fortifications apart, and it is no surprise the Primarch Mortarion used the durable hull as the basis of his Plagueburst Crawler far in the future.

Type: Ground Vehicle
Tactical Speed: 8m
Cruising Speed: 40 kph
Maneuverability: -10
Structural Integrity: 45
Size: Enormous
Armour: Front 30, Side 30, Rear 20
Crew: Driver, two Sponson Gunners, Pintle Gunner
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-mounted weapon from the following list.
Morbus Heavy Bombard (100m, S/-/-, Mag 1, Rld Full) with 12 shells from the following list
-Explosive Shell (3d10+30X, Pen 12, Blast (20), Concussive (3), Indirect (5))
-Carcass Shell (2d10+2X, Pen 6, Blast (20), Fleshbane, Ignores Cover, Pinning)
Graviton Charge Cannon (100m, S/-/-, *, *, Mag 10, Rld 4 Full, Blast (20), Concussive, Haywire, Graviton Pulse)
Spicula Rocket System (100m, S/-/-, 3d10+8X, Pen 8, Mag -, Rld -, Rocket Salvo, Indirect (3), Sunder, Wrecker)

Rocket Salvo: The Spicula Rocket System comprises multiple rockets fired as a salvo. So plentiful are the rockets that in some cases they are impossible to count, and are carefully reloaded between battles. To fire the Spicula Rocket System, declare a Blast quality size – Blast (5) or Blast (20). If the Blast (5) quality is selected, roll 1d5 to generate number of hits, and resolve the hits accordingly for all targets within the Blast quality. If the Blast (20) quality is selected, the number of hits generated are 1d5+5, but if a 5 is rolled on the 1d5, then the Legionary has gotten too trigger-happy, and the Spicula Rocket System has run out of ammo, and cannot be reloaded until the conclusion of the mission. Oops.

Two Sponson-Mounted weapons from the following list.
Heavy Bolters (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 20, Rld 2 Full, Reliable)

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

Special Rules

Ground Vehicle
Reinforced Hull
Smoke Launchers
Searchlight
Auxiliary Drive

KRATOS HEAVY TANK

Based on ancient Terran patterns, the Kratos was originally used during Unification of Old Earth. Upon uniting with Mars, the Kratos was redesigned to serve as the spearhead of the Great Crusade. Though slow, it is all but impervious to weapons fire. The Kratos fell out of favor as newer patterns like the Sicaran favored a more mobile style of warfare, but even then, the Kratos was still renowned for its near-legendary tenacity.

Type: Ground Vehicle
Tactical Speed: 12m
Cruising Speed: 35 kph
Maneuverability: -10
Structural Integrity: 55
Size: Immense
Armour: Front 40, Side 40, Rear 40

Crew: Driver, Commander, five Gunners
Carrying Capacity: None.

Weapons

One Commander-Operated Turret-Mounted weapon from the following list.
Kratos Battle Cannon (Mag 18, Rld 3 Full)
-HE Shell (250m, S/-/-, 3d10+10X, Pen 6, Blast (10), Pinning)
-AP Shell (250m, S/2/-, 3d10+10X, Pen 12, Sunder)
-Flashburn Shell (100m, S/-/-, 3d10+30X, Pen 15, Armorbane, Overheats)
Volkite Cardanelle (280m, S/3/6, 3d10+8E, Pen 4, Deflagrate, Storm, Pinning)
Melta Blastgun (250m, S/2/4, 3d10+12E, Pen 15, Melta)

One Commander-Operated Turret-Mounted Coaxial Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 20, Rld 2 Full, Reliable, Coaxial)

Coaxial: The Coaxial Weapon and Turret weapon are fired as part of the same action. If the Coaxial Weapon is fired first, and scores at least one hit, then the Turret-mounted weapon may reroll failed Ballistic Skill tests for that round

Two Gunner-Operated Hull-Mounted weapons from the following list.
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Volkite Caliver (165m, S/2/3, 2d10+6E, Pen 4, Mag 30, Rld 4 Full, Deflagrate)
Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 20, Rld 2 Full, Reliable)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

Two Gunner-Operated Sponson-Mounted weapons from the following list.
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

One Pintle Weapon from the following list.
Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked)
Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.)
Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 12, Rld 2 Full, Melta, Blast (1))
Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

Special Rules

Ground Vehicle
Reinforced Hull
Smoke Launchers
Searchlight

Dreadnoughts

"Why... Not This... ANYTHING BUT THIS!"
"YOU STILL HAVE A MISSION TO COMPLETE, PRAETOR. YOU COULD NOT BE ALLOWED TO DIE."
" You Have Made A Mockery Of Me! I Am A Shell!"
"A SHELL THAT RETAINS THE ABILITY TO SERVE, PRAETOR."

-Space Wolf Praetor "Felleye" Brynjol is entombed within a Contemptor Dreadnought by Paragon of Metal Executor Thexus, and others.

To become a dreadnought is to embrace a half-life. It is a great honor to be entombed with a Dreadnought, a Legion hero undying and eternally serving on the battlefield. Some Legionaries take to this with gusto, reveling in the power they did not have in life. Others are more somber, and choose to sleep the aeons away when not in combat. Embedded within a sarcophagus, the Legionary within waits, dreaming, maybe of Sisters of Silence. Twins. Yeah.

In the Great Crusade and Age of Darkness, a Legionary is lucky – in death, he has a choice of…permanent retirement home. Each Dreadnought Frame, the Contemptor, Deredeo, and Leviathan all offer built-in advantages to the boxy Castaferrum dread. Squares are out. Eggs are totally in this season.

When a Legionary selects the Dreadnought Elite Advance, he follows all the normal restrictions in Deathwatch: Rites of Battle. Some frames, however, will modify these restrictions, and they will be elaborated upon in their own unit entries.

Contemptor Dreadnought

Regarded as the most advanced and powerful pattern of Dreadnought available during the Great Crusade, the Contemptor's chassis mixes arcane systems with components used by the Legio Cybernetica. Its atomantic reactor can power numerous systems that would burn out a lesser chassis, at the risk of nuclear detonation if suffering critical damage. Big risk, big payoff.

A Contemptor Dreadnought follows the rules for Dreadnoughts in Rites of Battle, except for the following changes.

A Contemptor Dreadnought's tactical speed is 10m, and Cruise Speed is 15kph. It has 40 Structural Integrity, and possesses Front Armor 35, Side Armor 30, and Rear Armor 20.

A Contemptor Dreadnought may equip its left and right arms with any of the following options. Legionary equivalents may be substituted for weapons of an equivalent class. Weapon options may be doubled up on (For example, two Twin-Linked Autocannons). All Dreadnought Melee weapons come with a Twin-Linked Bolter (90m, S/3/-, 1d10+9X, Pen 4, Mag 60, Rld Full, Tearing, Twin-Linked), and have their strength bonus already included in the listed damage.

Dreadnought Close Combat Weapon (2d10+24E, Pen 6, Power Field)
Dreadnought Chainfist (2d10+14E, Pen 10, Power Field, Tearing, Unwieldy)
Twin-Linked Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing, Twin-Linked)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 24, Full, Melta, Blast (1))
Twin-Linked Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 20, Rld 2 Full, Reliable, Twin-Linked)
Kheres-Pattern Assault Cannon (150m, -/-/8, 2d10+12I, Pen 6, Mag 200, Rld 3 Full, Devastating (1), Storm, Tearing)
Gravis Lascannon (300m, S/2/-, 5d10+10E, Pen 10, Mag 12, Rld 3 Full, Proven (3), Sunder)
Heavy Conversion Beamer (150m, S/-/-, Damage Below)
-Short Range (Target<75m): 1d10+6E, Pen 4, Blast (5), Firing Calibration
-Medium Range (75m <= Target <=150m): 2d10+8E, Pen 8, Blast (8), Firing Calibration
-Long Range (150m< Target): 3d10+10E, Pen 12, Blast (10), Firing Calibration
Plasma Cannon (150m, S/-/-, 2d10+12E, Pen 10, Mag 32, 5Full, Overheats, Maximal, Blast (3))

Toxiferran Cannon (30m, S/-/-, 3d10+8E, Pen 6, Mag 20, 2 Full, Tearing, Spray, Corrosive, Tainted)
Twin-Linked Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate, Twin-Linked)

Firing Calibration: The weapon may not be fired at all if the vehicle performed a Move Action of any kind. No exceptions – stay still!

A Contemptor Dreadnought may replace the Twin-Linked Bolter within its Melee Weapons with the following.

Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Plasma Blaster (60m, S/2/-, 2d10+8E, Pen 12, Mag 6, Rld 2 Full, Volatile, Maximal)
Graviton Gun (30m, S/-/-, *, *, Mag 3, Rld 2 Full, Blast (5), Concussive, Haywire, Graviton Pulse)
Meltagun (20m, S/-/-, 2d10+10E, Pen 12, Mag 25, Full, Melta, Twin-Linked)

If the occupant so desires, a Contemptor Dreadnought may equip a Carapace-Mounted weapon from the list below.

Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

A Contemptor Dreadnought comes pre-equipped with a Searchlight and Smoke Launcher by default.

A Contemptor Dreadnought possesses the following special rules.

Atomantic Shielding: The Dreadnought possesses a built in PR20 Defensive Field against melee attacks, which increases to PR35 against ranged attacks. This field does not overload in normal conditions. However, if the vehicle is destroyed, the result is automatically Explodes, at the maximum range and damage.

Advanced Internment: A Legionary interred within a Contemptor Dreadnought does **NOT** possess the Weight of Years Trait. The Contemptor's advanced systems are able to keep the Legionary functional and lucid for as long as required. Sleeping is optional, but it does make one feel less grumpy.

Helical Targeting Array: If the Dreadnought did not execute a Move action of any kind during his previous round, and remains immobile in his current round, his weapons gain the Anti-Air (Advanced) quality. This special rule may only be applied to the Contemptor chassis if it has equipped both arms with identical ranged weapons of the following types:
- Two Twin-Linked Lascannon
- Two Twin-Linked Autocannon
- Two Kheres-Pattern Assault Cannon
- Two Multi-Meltas

CONTEMPTOR-CORTUS DREADNOUGHT

Originating from the Ullanor campaign, as a cheap way to replace losses, the Contemptor Pattern replaces many advanced components with less-robust, more common, ones. The Mechanicum did not approve, but when the Age of Darkness kicked in, there wasn't really much of a choice.

A Contemptor-Cortus Dreadnought follows the rules for Contemptor Dreadnoughts above (and by extention, the Dreadnought in Rites of Battle), except for the following changes.

A Contemptor-Cortus Dreadnought has 35 Structural Integrity, and possesses Front Armor 35, Side Armor 25, and Rear Armor 20.

A Contemptor-Cortus Dreadnought possesses the following special rules.

Atomantic Deflector: The Dreadnought possesses a built in PR35 Defensive Field against ranged attacks in its front arc. This field does not overload in normal conditions. However, if the vehicle is destroyed, the result is automatically Explodes, at the maximum range and damage.

Atomantic Overcharge: The Legionary within the Contemptor Cortus may choose to supercharge his Dreadnought as a Free Action, and select a benefit from below until the end of his turn.
-Hatred (Select an Enemy)
-Add 5m to movement speed
-Move 6 times Tactical Speed as a Full Action
-Inflict a penalty of -10 to enemy Dodge and Parry tests.

At the end of the Legionary's turn, he must roll 1d10. If the result is a 1 or 2, then the Contemptor Cortus suffers 1d10 damage to hull integrity, ignoring armor. If this causes the Contemptor to be destroyed, the result is automatically Explodes, at double the maximum range and damage.

Unstable Internment: The Legionary interred within the Contemptor Cortus possesses the Weight of Years trait, and rolls two die, dropping the lowest.

MHARA GAL TAINTED DREADNOUGHT (WORD BEARERS)

Hoo boy. First encountered on Calth, and regarded as a twisted monster by the Ultramarine defenders, Mhara Gal Dreadnoughts are a sickening mess of Warp and Legionary. Formerly a member of the Gal Vorbak, the internment of one of these warriors into a wrecked Dreadnought causes a transformation of Legionary and Dreadnought into something…more. It is from these Dreadnoughts that the idea of internment as punishment would first be formed.

A Mhara Gal Tainted Dreadnought follows the rules for Contemptor Dreadnoughts above (and by extention, the Dreadnought in Rites of Battle), except for the following changes.

A Mhara Gal requires the Legionary to have taken the Gal Vorbak Dark Martyr Advanced Specialization before internment. The act of internment into a Dreadnought frame begins the rapid transformation from Contemptor to Mhara Gal (A day, tops).

A Mhara Gal may equip its left and right arms with any of the following options. Weapon options may NOT be doubled up on. Tainted Power Claws come with a Curs'd Boltspitter (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Nova Grenade Flash), and have their strength bonus already included in the listed damage.

Tainted Power Claw (2d10+30E, Pen 6, Power Field, Ghost Razor)
Warpfire Plasma Cannon (150m, S/-/-, 2d10+12E, Pen 10, Mag 32, 5Full, Overheats, Maximal, Blast (3), Howling Death)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 24, Full, Melta, Blast (1), Howling Death)
Twin-Linked Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 20, Rld 2 Full, Reliable, Twin-Linked, Howling Death)
Twin-Linked Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3), Twin-Linked)

Ghost Razor: Successful Protective Field rolls against this weapon must be rerolled. The second result stands.

Howling Death: Upon inflicting at least one wound on an enemy, during an attack, the enemy must make a Difficult (-10) Willpower test. If this test is failed, the enemy must roll on the Shock Table, with +10 for every degree of failure. If the enemy is Fearless, this quality has no effect.

The Mhara Gal possesses the following traits: Regeneration (5), From Beyond, The Stuff of Nightmares, Fear (3).

A Mhara Gal Tainted Dreadnought possesses the following special rules.

Accursed: Anyone within 15m of the Mhara Gal with a Psy Rating, possesses the Daemonic trait, or those subjected to a psychic buff immediately suffer a single hit, inflicting 2d10+3E damage with Pen 12. This attack may be dodged or blocked by protective fields, but the target may not count the value of armor points granted by cover. This occurs regardless of line of sight, and ally or enemy status.
Daemonic Aura: The Mhara Gal possesses a PR 35 defensive field that does not overload under normal conditions.
The Earth Recoils: The Mhara Gal ignores the effect of Difficult Terrain, and gains the Phase trait. However, the effects of the Phase trait always end at the end of the Mhara Gal's turn, meaning they must always be on solid footing at the end of their round – their Phase trait cannot be maintained indefinitely.
Shroud of Dark Fire: Any heat, fire, or plasma-based weapon (such as Flame, Melta, and Volkite Weaponry) roll one less damage die when striking the Mhara Gal. Any enemy with a toughness bonus lower than 14, or with a Front Armor Value of 34 or less, suffers a -10 penalty to Weapon skill tests to strike the Mhara Gal in melee combat. Finally, if the Mhara Gal is reduced to zero hull integrity, it immediately explodes. Everything within 25 meters immediately suffers a single hit, inflicting 2d10+9E damage with Pen 4 and the Soul Blaze quality.

OSIRON DREADNOUGHT (THOUSAND SONS)

The first psychic dreadnought, and the baseline for all future psychic dreadnoughts, the Thousand Sons can't be blamed for not sticking to their theme. And to be fair, it was a hard problem to solve, which took them a long time to fix. Using a device called the Osiron, this allowed a psyker within the Contemptor's frame to use his psychic powers and not explode. Magnus, ever the bro, gave his shit out freely to his brothers and their Legions. Only the Blood Angels took him up on it.

An Osiron Dreadnought follows the rules for Contemptor Dreadnoughts above (and by extention, the Dreadnought in Rites of Battle), except for the following changes.

The cost of the Dreadnought Advanced Specialization is raised to 8000 XP.

An Osiron Dreadnought's left arm MUST be a Dreadnought Force Khopesh (2d10+25E, Pen 10, Balanced, Fast, Force) with Combi-Weapon (90m, S/3/-, 1d10+9X, Pen 4, Mag 24, Rld Full, Tearing, Combi-component dependent on weapon selected.). The Combi-Weapon contains Asphyx Shells. Strength bonus is already included in the listed damage

An Osiron Dreadnought may equip its right arm with any of the following options. Legionary equivalents may be substituted for weapons of an equivalent class.

Twin-Linked Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing, Twin-Linked)
Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 24, Full, Melta, Blast (1))
Twin-Linked Autocannon (300m, S/3/-, 3d10+8I, Pen 6, Mag 20, Rld 2 Full, Reliable, Twin-Linked)
Kheres-Pattern Assault Cannon (150m, -/-/8, 2d10+12I, Pen 6, Mag 200, Rld 3 Full, Devastating (1), Storm, Tearing)
Twin-Linked Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3), Twin-Linked)
Heavy Conversion Beamer (150m, S/-/-, Damage Below)
-Short Range (Target < 75m): 1d10+6E, Pen 4, Blast (5), Firing Calibration
-Medium Range (75m <= Target <=150m): 2d10+8E, Pen 8, Blast (8), Firing Calibration
-Long Range (150m < Target): 3d10+10E, Pen 12, Blast (10), Firing Calibration
Plasma Cannon (150m, S/-/-, 2d10+12E, Pen 10, Mag 32, 5Full, Overheats, Maximal, Blast (3))

Firing Calibration: The weapon may not be fired at all if the vehicle performed a Move Action of any kind. No exceptions – stay still!

If the occupant so desires, an Osiron Dreadnought may equip a Carapace-Mounted weapon from the list below.

Havoc Launcher (100m, S/2/-, 2d10X, Pen 2, Mag 8, 2 Full, Blast (4), Devastating (2)).

An Osiron Dreadnought possesses the following special rules.

The Osiron: A Legionary of the Thousand Sons cannot be interred within an Osiron Dreadnought unless he possesses Psy Rating (2) or greater. He may continue to use powers he knows from the Telekinesis, Telepathy, Pyromancy, or Divination disciplines as normal. Sorry, Biomancy, you're shit out of luck. The Legionary interred within the Osiron Dreadnought also gains a +10 to opposed Willpower tests against enemy psychic powers.

CONTEMPTOR-INCAENDIUS DREADNOUGHT

Listen, bro, it's a Contemptor, and it has a jump pack. Yeah, a jump pack. This fatty can fly. Forged under treaties with Anvillus for the Blood Angels, the Contemptor-Incaendius possesses a single-use magneto-plasma engine that can be used to decelerate the dreadnought from low orbit, or let it jump over obstacles to live the dream and punch enemies.

A Contemptor-Incaendius Dreadnought follows the rules for Contemptor Dreadnoughts above (and by extention, the Dreadnought in Rites of Battle), except for the following changes.

The cost of the Dreadnought Advanced Specialization is raised to 8000 XP.

A Contemptor-Incaendius Dreadnought may equip its left and right arms with any of the following options. Weapon options may be doubled up on. All Dreadnought Melee weapons come with a Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray), and have their strength bonus already included in the listed damage.

Dreadnought Close Combat Weapon (2d10+24E, Pen 6, Power Field)
Talon of Perdition (2d10+15E, Pen 10, Power Field, Unwieldy, Deathfire)

A Contemptor-Incaendius Dreadnought may replace the Heavy Flamer within its Melee Weapons with the following.

Meltagun (20m, S/-/-, 2d10+10E, Pen 12, Mag 25, Full, Melta, Twin-Linked)
Iliastus Pattern Assault Cannon (150m, -/-/10, 2d10+12I, Pen 6, Mag 200, 3 Full, Devastating (1), Tearing, Malfunction)

A Contemptor-Incaendius Dreadnought possesses the following special rules.

Legion Specific: This vehicle may only be selected by a Legionary of the Blood Angels.

Incaendius Booster Pack: This stonkin' huge jump pack may be used once per mission in one of the following ways. These ways are mutually exclusive – if one is used during the mission, the other may not be.

Deep Strike: Rather than deploy via transport, the Dreadnought pilot simply hitches up his pants and walks out the airlock. After a few moments of falling, where he is free to contemplate the glories of Compliance, the nascent Imperium, and the view, he kicks up his Jump Pack to land. All shooting at the Contemptor-Incaendius Dreadnought suffers a -30 penalty to hit while he is falling with style. When landing, the Dreadnought selects a destination, then scatters 2d10 meters in a random direction. Upon resolving the final landing location, provided the Contemptor-Incaendius Dreadnought didn't land somewhere incapacitating like in a pool of acid or on top of Horus Lupercal, he is then free to rip and tear as he deems fit. The Incaendius Booster Pack then pops off and plays no further part in the encounter.

Shock Assault: At the start of the Contemptor-Incaendius Dreadnought's turn, he may declare he is engaging a Shock Assault. The Dreadnought's charge range is considered to be 60 meters for that round, which is fast for a Dreadnought. At the end of the Contemptor-Incaendius Dreadnought's turn, after he has presumably skullfucked whatever he set his sights on, the Incaendius Booster Pack pops off and plays no further part in the encounter.

DEREDEO DREADNOUGHT

A fusion of Terran and Mechanicum technology, the Deredeo Dreadnought is designed not as an all-purpose generalist, but a dedicated ranged heavy weapon platform. It is capable of mounting punishing firepower, or defensive systems that can augment nearby allies, but at the cost of near defenselessness in melee combat.

A Deredeo Dreadnought follows the rules for Dreadnoughts in Rites of Battle, except for the following changes.

A Deredeo Dreadnought's tactical speed is 5m, and Cruise Speed is 10kph. It has 40 Structural Integrity, and possesses Front Armor 35, Side Armor 30, and Rear Armor 25.

A Deredeo Dreadnought may equip its left and right arms with any of the following options. Each option takes up both arm slots.

Anvilus Autocannon Battery (300m, -/-/4, 3d10+10I, Pen 6, Mag 80, Rld 4 Full, Sunder)
Hellfire Plasma Cannonade (250m, -/-/4, 2d10+15E, Pen 12, Mag 60, Rld 4 Full, Volatile, Hellfire Maximal)
Arachnus Heavy Lascannon Array (300m, S/2/-, 3d10+30E, Pen 20, Mag 20, Rld 6 Full, Exoshock)
Volkite Falconet Battery (150m, S/3/6, 3d10+5E, Pen 4, Mag 60, Rld 4 Full, Deflagrate, Neural Overload)

Hellfire Maximal: The weapon may fire on Maximal mode, setting its fire rate to S/-/-, and granting the Blast (10) and Overheats qualities.
Exoshock: Roll 1d10 for every hit that inflicts at least one point of hull integrity. On a 6+, it causes another automatic hit. These extra hits cannot generate further hits.
Neural Overload: If an enemy non-vehicle target suffers damage from this weapon, the enemy's Ballistic Skill is reduced to 10, ignoring bonuses to Ballistic Skill tests, and the enemy may not fire weapons with the Blast quality until the end of their next round.

A Deredeo Dreadnought may equip its Carapace with any of the following options.

Aiolos Missile Launcher (400m, S/2/3, 2d10+8X, Pen 8, Mag 30, Rld 4 Full, Independent Tracking)
Four Boreas Air Defense Missiles (350m, S/-/-. 3d10+10X, Pen 12, Heat Seeker, Independent Tracking, One-Shot)
Atomatic Pavaise

Heat Seeker: Enemy Flyers, Spacecraft, or enemies with the Fly special rule may not perform Jink or Dodge tests against this weapon.
Independent Tracking: The weapon may be fired at a target of the Legionary's choosing as a Free Action, even if he has already fired two weapons. The attack is resolved at the character's normal Ballistic Skill.
Atomatic Pavaise: The Deredeo Dreadnought possesses a PR50 Defensive Field, which does not overload in normal conditions. Nearby Allies within 10m benefit from a PR20 Defensive Field against ranged attacks, or increase the value of any Protective Field they already possess by +15 (Up to a maximum of PR60). However, if the Deredeo is reduced to zero hull integrity, it immediately explodes. Everything within 20 meters immediately suffers a single hit, inflicting 2d10+3E damage with Pen 4.

A Deredeo Dreadnought may equip its Hull with any of the following options.

Twin-Linked Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing, Twin-Linked)
Twin-Linked Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray, Twin-Linked)

A Deredeo Dreadnought comes pre-equipped with a Searchlight and Smoke Launcher by default.

A Deredeo Dreadnought possesses the following special rules.

Atomantic Shielding: The Dreadnought possesses a built in PR20 Defensive Field against melee attacks, which increases to PR35 against ranged attacks. This field does not overload in normal conditions. However, if the vehicle is destroyed, the result is automatically Explodes, at the maximum range and damage.

Helical Targeting Array: If the Dreadnought did not execute a Move action of any kind during his previous round, and remains immobile in his current round, his weapons gain the Anti-Air (Advanced) quality.

LEVIATHAN SIEGE DREADNOUGHT

A purely Terran weapon, where the Contemptor Dreadnought prioritized adaptability, the Leviathan was a solid unstoppable wall, its production costs rivalling that of an Imperial Knight. While powerful, the strain of controlling such a monstrous machine rapidly burned out its occupants, condemning them to a brief but bright flare against the darkness. Perhaps it is this machine the Mechanicum feared the most, for on close examination, it seems purpose-built to destroy even their greatest Battle Automata…

A Leviathan Dreadnought follows the rules for Dreadnoughts in Rites of Battle, except for the following changes.

A Leviathan Dreadnought's tactical speed is 5m, and Cruise Speed is 8kph. It has 50 Structural Integrity, and possesses Front Armor 35, Side Armor 35, and Rear Armor 30. A Leviathan Dreadnought possesses a Strength Characteristic of 80, with Unnatural Strength x2.

The cost of the Dreadnought Advanced Specialization is raised to 8000 XP.

A Leviathan Dreadnought may equip its left and right arms with any of the following options. Legionary equivalents may be substituted for weapons of an equivalent class. Weapon options may be doubled up on (For example, two Leviathan Storm Cannons). All Dreadnought Melee weapons come with an Inbuilt Meltagun (20m, S/-/-, 2d10+10E, Pen 12, Mag 25, Full, Melta), and have their strength bonus already included in the listed damage.

Leviathan Siege Claw (2d10+26R Pen 12, Power Field, Structural Collapse, Severing Cut, Unwieldy)
Leviathan Siege Drill (2d10+30R, Pen 12, Power Field, Structural Collapse, Armorbane, Unwieldy)
Leviathan Storm Cannon (100m, -/-/6, 3d10+8I, Pen 8, Mag 60, Rld 4 Full, Sunder)
Cyclonic Melta Lance (60m, -/3/-, 3d10+10E, Pen 15, Mag 30, Rld 4 Full, Melta)
Grav-Flux Bombard (60m, S/-/-, *, Pen 12, Mag 10, Rld 4 Full, Blast (5), Graviton Collapse, Gravitic Contortion, Ignores Cover)

Severing Cut: When an enemy that is not a vehicle, structure, or possesses the Daemon Engine trait suffers at least one point of damage, they must make a Very Hard (-30) Toughness test. If this test is failed, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.
Gravitic Contortion: For every degree of success on the Ballistic Skill test, the weapon inflicts an additional 1d5 wounds, ignoring armor and toughness, or 1d5 hull integrity, ignoring Armor.
Graviton Collapse: Everything caught in the gun's blast area is violently pressed to the floor and must take a Hellish (–60) Strength Test or be knocked down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 2d10 I (Primitive) Damage — treat this as effecting the Body location — although what the character or object is thrown against and how far they fall may well make this effect far worse. Against vehicles in the blast radius, if they do not dodge, instead suffer 3d10 Hull Integrity damage, ignoring armor. Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 80 (Unnatural (×2)) each Round. At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

A Leviathan Dreadnought may equip its Hull with a Phosphex Discharger (60m, -/3/-, 2d10+5E, Pen 12, Mag 3, Blast (5), Corrosive, Toxic*, Lingering Death, Crawling Fire, One Shot)

A Leviathan Dreadnought may equip its Torso with any of the following options.

Two Heavy Flamers (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Twin-Linked Volkite Caliver (165m, S/2/3, 2d10+6E, Pen 4, Mag 30, Rld 4 Full, Deflagrate)

A Leviathan Dreadnought comes pre-equipped with a Searchlight, Smoke Launcher, and Frag Grenades by default.

A Leviathan Dreadnought possesses the following special rules.

Reinforced Atomantic Shielding: The Dreadnought possesses a PR50 Field, which does not overload in normal conditions. However, if the vehicle is destroyed, the result is automatically Explodes, inflicting 4d10+10X with Pen 6 to everything within 5d10 meters.

Crushing Charge: When using the Thunder Charge Talent, the Leviathan generates 1d5+2 Unarmed attacks rather than 1d5. Any attacks the Dreadnought makes on a round it charges impose a penalty of -10 to enemy Dodge and Parry tests.

Name	Req	Renown
Armored Ceramite	10	Respected
Auxiliary Drive	5	-
Blessed Autosimulacra	20	Distinguished
Dozer Blade	5	-
Flare Shield	30	Famed
Searchlight	1	-
Smoke Launcher	5	-
Orbital Strike Targeter	80	Famed
Command Vox Relay	25	Famed
Neutron Wave Capacitor	35	Famed
Ground-Tracking Auguries	20	Distinguished
Ramjet Diffraction Grid	30	Famed

VEHICLE WARGEAR

Vehicles are people too – just ask any Iron Hand. Vehicles can be equipped with additional Wargear, by paying the Requisition cost listed. These can boost the combat capabilities of a vehicle immensely, but can get expensive as costs begin to pile up.

Some Vehicle Wargear options are restricted from, or restricted to, certain vehicles. These will be listed in their unit entries.

ARMORED CERAMITE

Additional layers of ceramite blunt the penetrative force of Melta weaponry. Melta Weapons do not benefit from the Melta Quality. If a Melta Weapon does not have the Melta rule, its Penetration is set to 0.

AUXILIARY DRIVE

Additional drive motors make on the fly engine repairs somewhat easier. Tech Use tests to repair this vehicle gain a +20 bonus. When attempting to specifically restore a Drive Damaged result, the Tech Use test is considered two steps easier.

BLESSED AUTOSIMULACRA

Thanks to the mysteries of the Omnissiah, the vehicle is capable of limited self-repair. At the end of the driver's turn, roll a 1d10. On a 9+, the vehicle recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus.

DOZER BLADE

A heavy slab of metal helps clear the way for the tank. A Dozer Blade grants +4 Armour to a vehicle's front arc. Additionally a Dozer blade allows the vehicle to treat terrain with heavy rubble and other detritus as open ground as long as it moves no faster than its Tactical Speed each Turn.

This wargear may only be selected by non-walker Ground Vehicles.

FLARE SHIELD

Rather than a pure protective field, the Flare Shield helps to dissipate attacks and weaken them before they strike. Enemy ranged attacks against the vehicle's Front facing roll one less damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. A Flare Shield has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful Destroyer weapons.

SEARCHLIGHT

Some Legionaries are afraid of the dark. And that's okay – there may be Night Lords there, after all. Feel safe and secure with the Searchlight, allowing anyone in the vehicle to make a +0 Perception test as a Half Action to negate darkness-related attack penalties against the target and the equipped vehicle. Now your allies can see what they can kill!

SMOKE LAUNCHER

Sometimes, a vehicle needs to hide, and create its own cover. The commander/driver may take a Half Action or Reaction to create a cloud of smoke in a 15-metre radius around the vehicle, granting it the Fog, Mist, or Shadow Combat Condition. A Smoke Launcher is a single-use wargear.

This wargear may only be selected by Ground Vehicles.

Orbital Strike Targeter
A special vox-link to Legionary assets in orbit allows for rapid and semi-accurate orbital strikes. The crew of the vehicle gain access to one Lance Strike Strategic Asset per round, which can be used as a Full Action.

This wargear may only be selected for a Sokar-Pattern Stormbird. Better hope those void shields are up and ready!

Command Vox Relay
A Mastodon is capable of functioning as a mobile command center, granting unprecedented control capability to manipulate a battlefield. A Command Vox Relay acts as a Teleport Homer, and grants +10 to Command Tests to summon Strategic Assets via teleportation or Drop Pod. Enemy Command Tests suffer a -10 penalty to summon their own Assets.

This wargear may only be selected for a Mastodon Heavy Assault Transport, and replaces the vehicle's Skyreaper Battery.

Neutron Wave Capacitor
Designed during the Age of Darkness, when the Legions found their most advanced weaponry turned against themselves, the Neutron Wave Capacitor supercharges a Falchion's Volcano Cannons with Neutron waves, creating a potent anti-vehicle weapon. The vehicle's Volcano Cannon gains the Shock Pulse and Feedback Qualities.

This wargear may only be selected for a Falchion Super-Heavy Tank Destroyer.

Ground-Tracking Auguries
The vehicle has been provided with rare tracking augurs that help aim weapons when executing strafing runs. The vehicle suffers no penalty to Ballistic Skill tests from moving when firing at ground targets.

This wargear may only be selected for a Lightning Primaris Strike Fighter.

Ramjet Diffraction Grid
Similar to the Flare Shield, the waste heat and radiation from the vehicle's exhaust is converted into a defensive plasma field in the vehicle's wake. Enemy ranged attacks against the vehicle's Side and Rear facings roll one less damage die for damage, but the vehicle glows like a damn Sanguinala tree, and may never conceal itself in darkness.

This wargear may only be selected for a Lightning Primaris Strike Fighter.

Legionary Assets

"Battle Automata maniples and Squat Warrior Brotherhoods are deployed in a battle line. Hearthguard and Exo-Guard standing by for deployment. Battle-Servitor Assets have been launched, and await targets, lads."

-Rockfist Fearengine, former Engineer's Guildmaster, relays the combat situation to the Republican Commandos

Sometimes a fight takes more than a legionary, sometimes it requires a Legion. The Great Crusade was a time where Legionaries distinguished themselves, and the legends they forged would echo on, ten thousand years later. Commanding entire battleforces of Legionaries, armored vehicles, air support, and warfleets, the forces of the nascent Imperium could sweep aside all they encountered, provided, of course, they were commanded properly.

These new assets are available to Legionaries in the Great Crusade and Age of Darkness. They represent weapons and units from the Legiones Astartes, Excertus Imperialis, and Imperialis Armada, who have been assigned to or requested by Legionary commanders for support. These new assets are summarized in the table to the right, and elaborated in their unit entries.

While many assets in Deathwatch: Rites of Battle are sufficient for representing Imperial Militia, Legiones Astartes, or Imperialis Armada support, there are some that just don't fit. The inquisition, for instance, does not yet exist, and Sanctioned Psykers cannot be called due to the Edict of Nikea. The following Assets may not be used in a game set in the Great Crusade or Age of Darkness.

Sanctioned Psykers
Inquisitorial Assets of any kind (except for Sequestered Temple Assassin)
Lore of the Librarium

Note that, due to the scale of forces available during the Great Crusade, some assets may be Hordes. When summoning an asset that is directly commanded, the Asset's initiative is identical to the one who summoned it, and the Legionary who purchased it can determine its actions. Assets have access to the full array of actions, and act as temporary followers, until the mission is complete, the asset is dismissed, or the asset dies.

Note that assets may not always be available, and may require a privileged command position, such as the Centurion Advanced Specialization, or Praetor Elite Advance, to call upon Asset Support.

Legiones Astartes Assets	Req	Renown
Legion Tactical Squad	50	Respected
Legion Support Squad	50	Respected
Legion Heavy Support Squad	60	Respected
Dreadnought Talon	40	Distinguished
Supply Drop	20	Respected
Tarantula Drop	20	Respected
Artillery Tank Barrage	50	Respected
Whirlwind Scorpius Barrage	60	Respected
Lightning Primaris Support	25	Respected
Xiphon Interceptor Support	30	Respected
Stormbird Support	100	Famed

Talons of the Emperor Assets	Req	Renown
Legio Custodes Custodian Guard	60	Distinguished
Legio Custodes Armored Support	50	Distinguished
Silent Sisterhood Oblivion Cadre	40	Distinguished

Legio Cybernetica Assets	Req	Renown
Hunter-Killer Maniple	35	Respected
Battle Maniple	40	Respected
Thallax Maniple	30	Respected

Solar Auxilia Assets	Req	Renown
Auxilia Tercio	20	Respected
Veletaris Storm Tercio	30	Respected
Auxilia Assault Squadron	60	Distinguished

LEGION TACTICAL SQUAD

The Legion was built around the Tactical Squad, a twenty-man strong unit with bolters and power armor. This basic legionary would be the building block for all Legionary specializations, and act as the general trooper of the Legion.

A Legion Tactical Squad has the Characteristics listed below, and is equipped with all the normal talents, traits, implants, and equipment expected of a Rank 1 Tactical Legionary.

Legionary								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**45**	**45**	**45**	**40**	**40**	**42**	**44**	**40**

A Legion Tactical Squad is a Horde with a Magnitude of 20. It possesses the following Horde Traits.

Tactical Formation
Fury of the Legion: As a Full Action, the Horde may perform double the number of Ranged attacks it may normally make. If it chooses to do so, it may not perform attack actions of any kind in the following round.

LEGION SUPPORT SQUAD

A Legion Support Squad is a catch-all term for a Legion's specialists, allowing the Legion to properly face off against a variety of foes. Ranging from elite, well-equipped ten man Tactical Support Squads, and even Terminators, a Support Squad can be tooled up for any task.

A Legion Support Squad possesses all the normal characteristics, talents, traits, and implants expected of a Rank 1 Legionary. A Legionary may be equipped identical to any of the specialties below.

Legion Assault Marine
Legion Breacher Marine
Legion Destroyer Marine
Legion Recon Marine
Legion Seeker Marine
Legion Tactical, with Rotor Cannons, Volkite Chargers, Volkite Calivers, Plasma Guns, or Meltaguns. All weapons must be the same.

The Legion Support Squad may also be used to model Legion-specific units. The Legionary purchasing the asset may select their armament, but armaments within the squad must be identical.

If a Legion Support Squad is equipped as Terminators, the Asset's cost is increased to 60, and they are equipped with Terminator Armor, Power Swords, and Twin-Linked Bolters.

If a Legion Support Squad is equipped with bikes of any kind, jetbikes, or Rapier batteries, the Asset's cost is increased to 60. The Legionary purchasing the asset may select their armament, but armaments within the squad must be identical.

A Legion Support Squad is a Horde with a Magnitude of 10. It possesses the following Horde Traits.

Rally
Tactical Formation
Focused Fire

LEGION HEAVY SUPPORT SQUAD

Legionaries are grouped according to their weapons, identical squads allowing for specialization against certain foes. By selecting the appropriate squad, a Legionary can multiply his available firepower tenfold.

A Legion Support Squad possesses all the normal characteristics, talents, traits, and implants expected of a Rank 1 Heavy Support Legionary. A Legion Heavy Support Squad may be equipped with Heavy Bolters, Heavy Flamers, Autocannons, Missile Launchers with Frag and Krak Missiles, Multi-Meltas, Plasma Cannons, Volkite Culverins, or Lascannons. The squad must all carry the same weapons.

A Legion Tactical Squad is a Horde with a Magnitude of 10. It possesses the following Horde Traits.

Rally
Tactical Formation
Focused Fire

DREADNOUGHT TALON

To summon a Dreadnought to the battlefield is to summon a Legion's history. A Dreadnought can provide a powerful figure for Legionaries to rally behind, and an offensive boost to crack a particularly hated enemy.

A Legion Dreadnought Talon consists of a single Dreadnought of any pattern, equipped as the purchaser of the Asset requires, and possesses the Characteristics listed below.

Legion Dreadnought								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**45**	**-**	**-**	**-**	**40**	**35**	**45**	**40**

Up to two additional Dreadnoughts can be summoned, increasing the cost of the Asset by 30 Requisition for each additional Dreadnought. However, if a Dreadnought purchased as an asset dies, the Legionaries lose 1d5 Renown, due to losing a treasured hero of the Chapter.

SUPPLY DROP

Sometimes, the Legionaries make a mistake. Perhaps they expected to fight vehicles, and are greeted with hordes of enemies. Or perhaps they face other Legionaries, and bolters aren't going to cut it.

A Legionary can call in a Supply Drop from orbiting Armada Imperialis vessels, summoning a drop pod with additional weaponry and ammunition. The Drop pod has enough capacity for one Heavy weapon, any combination of three Basic, Pistol Weapons, or Melee Weapons, 5 Frag Grenades, and 5 Krak Grenades, chosen by the GM to best fit the situation at hand. The players can suggest desired weapons, but it is up to the GM if orbiting assets can prep such weapons in time. It also contains 2 reloads for all the Legionaris' currently equipped weapons. The Supply Drop will scatter 10d10 meters from the Legionary's position in a random direction, but never in an unreachable location. A Supply Drop can only be called in once per session, and is NOT meant to skirt around Requisition Limits, hence the GM selecting the weapons.

TARANTULA DROP

When a Legionary is expected to hold ground, but has more important places to be, he can summon a Tarantula, an automated defense platform that can hold ground until Excertus Imperialis forces can reach the area.

The Legionary may deep strike a Tarantula Turret from orbit. A Tarantula has BS35, a Toughness Characteristic of 60, 30 wounds, and the Hulking, Fearless, Machine (10), Strange Physiology, Unnatural Toughness x2 traits. A Tarantula cannot move once deployed, but can be recovered after use.

The Tarantula comes with Twin-Linked Heavy Bolter as its standard armament. This can be replaced with Heavy Flamer or Twin-Linked Rotor Cannon for free, a Multi-Melta and Searchlight for +5 Requisition, a Twin-Linked Lascannon for +10 Requisition, or a Hyperios Missile Launcher (200m, S/-/-, 3d10+10X Pen 10, Mag 20, Rld 4 Full, Anti-Air (Advanced), Reroll Miss vs Aircraft) for +20 Requisition. The Tarantula will automatically fire at targets its weapon is best suited for.

ARTILLERY TANK BARRAGE

Every Legion was expected to maintain its own artillery companies, and while some Legions, like the Imperial Fists and Iron Warriors, excelled at siegecraft, every Legion could be considered capable of it.

The Legionary calling in the Artillery Barrage must make a Challenging (+0) Ballistic Skill test. He gains a +10 bonus if he can see the target point and has access to an auspex, auto-sense goggles, or other wargear that aids with determining position (the GM is the final arbiter for which wargear grants a bonus). If the Ballistic Skill Test is successful, the artillery barrage lands on target. If the Test is failed, the artillery barrage deviates from its target by a number of meters equal to the number of degrees of failure multiplied by 20 in a random direction (use the scatter diagram on page 248 of the **DEATHWATCH** Rulebook).

Damage and blast size inflicted depend on the type of Artillery Tank requested – either a Legion Basilisk, or a Legion Medusa.

WHIRLWIND SCORPIUS BARRAGE

The Whirlwind Scorpius, once nestled somewhere safe and comfy, will then proceed to shit all over any entrenched enemy that is in range with clouds of rapid-fire missiles. If a Legionary is nearby to guide its shots, all the better.

The Legionary calling in the Scorpius Barrage must make a Challenging (+0) Ballistic Skill test. He gains a +10 bonus if he can see the target point and has access to an auspex, auto-sense goggles, or other wargear that aids with determining position (the GM is the final arbiter for which wargear grants a bonus). If the Ballistic Skill Test is successful, the artillery barrage lands on target. If the Test is failed, the

artillery barrage deviates from its target by a number of meters equal to the number of degrees of failure multiplied by 20 in a random direction (use the scatter diagram on page 248 of the **DEATHWATCH** Rulebook).

Damage and blast size follow the profile for the Whirlwind Scorpius. The Scorpius is considered stationary.

LIGHTNING PRIMARIS SUPPORT

Wings of Lightning Primaris are often deployed in support of ground operations, to take out key targets, or relieve allied units under siege. The Legionary calls in a support from a nearby wing of Lightning Primaris. The wing consists of three aircraft, equipped with weapons from the Lightning Primaris's list, as requested by the Legionary. The Legionary makes a Ballistic Skill test using the Lightning Primaris's Ballistic Skill of 40, with a +20 bonus due to wing size, with up to two weapons the Lightning Primaris possesses, against enemies on the ground or in the sky. The results of the Ballistic Skill test are then applied against the designated enemies with the weapons selected.

The Lightning Primaris wing may be upgraded with Battle Servitor Control, increasing the cost of the asset to 35, and increasing the penetration of all weapons against vehicles, structures, and enemies with the Daemon Engine trait by 5.

XIPHON INTERCEPTOR SUPPORT

Xiphons, while mothballed, were recalled into service as the Age of Darkness churned on. They are peerless at destroying enemy aircraft, and are capable of damaging ground targets as well. The Legionary calls in a support from a nearby wing of Xiphon Interceptors. The wing consists of three aircraft, equipped with standard weapons. The Legionary makes a Ballistic Skill test using the Xiphon Interceptor's Ballistic Skill of 50, with a +20 bonus due to wing size, with the three weapons the Xiphon Interceptor possesses, against enemies on the ground or in the sky. The results of the Ballistic Skill test are then applied against the designated enemies with the weapons selected.

STORMBIRD SUPPORT

The Excertus Imperialis called the Stormbird the Death Bird, for that was all that was left when the Stormbird finishes a strafing run. Capable of hovering in place, and circling in support of allies, a Stormbird can eliminate entire landing zones by itself, so its use as a gunship is rarely sanctioned.

The Legionary calls in a support from a nearby Stormbird. As in, singular. The Stormbird will hang around, circling the battlefield for a number of rounds equal to the purchaser's Fellowship Bonus, and fires its weapons at most efficient targets, AC-130 style, using its Ballistic Skill of 50. Due to the fact that the Stormbird is circling, up to two of its turret Lascannons, and two of its turret Heavy Bolters may be fired per round – the others are on the wrong side! A Stormbird summoned as an asset does not have an Orbital Strike Targeter.

Note that this asset does not allow the Legionaries to fully control the Stormbird. They just kind of pick targets and watch the fireworks. To actually USE the Stormbird requires requisitioning it as a vehicle, with a much higher price.

LEGIO CUSTODES CUSTODIAN GUARD

The Golden Boys themselves have finally made their presence known in Horus Heresy Book 7: Inferno. Providing support as deemed necessary by the Emperor, one does not requisition the Custodian Guard as much as they get on their knees and ask REALLY nicely.

A Legio Custodes Custodian Guard has the Characteristics listed below.

Custodian Guard								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
55	**55**	**45**	**45**	**50**	**45**	**45**	**55**	**40**

For ease of use, a Custodian Guard possesses all the talents, traits, and implants of a Rank 1 Tactical Legionary. However, they possess the Unnatural Strength x3 and Toughness x3 traits, the Abhor the Witch talent, and 25 wounds.

A Custodian Guard possesses a Guardian Spear (1d10+18R, Pen 8, Power Field, Tearing, Balanced, Lightning Blows, Guardian Charge, Two-Handed) with built-in Guardian Bolter (100m, S/-/3, 1d10+9X, Pen 6, Mag 30, Rld Full, Tearing), Misericordia Knife (1d10+12R Pen 8, Power Field), Refractor Field, Plasma and Krak Grenades, and Custodian Armor (Provides Armor 12, and allows the wearer to ignore the effects of difficult terrain). All weapons include Strength Bonus already.
Guardian Charge: When the bearer performs the Charge action, the weapon gains +6 Damage and +4 Penetration.
Lightning Blows: If the bearer scores 4 or more Degrees of success on a Weapon Skill for an attack, he gains an additional attack. This attack cannot generate further attacks.

When requisitioned, three Custodian Guard stop by. That's all one should really need. Armor is optional, but quivering, oiled abs are expected, and Ancient Mayan Dubstep is mandatory. A Custodian Guard possesses the following traits.
The Sodality: The Custodian Guard may always enter Squad Mode with each other, provided they are within at least 120m of each other.
Preternatural Skill: If the Custodian Guard's Weapon Skill bonus is greater than the enemy he is fighting, his attacks impose a -10 penalty to Dodge and Parry tests.
Inviolable Psyche: The Custodian Guard is immune to Fear and Pinning, and can reroll failed Willpower tests granted by the Abhor the Witch talent.

LEGIO CUSTODES ARMORED SUPPORT

The Legio Custodes are not just infantry, they can call upon armored vehicles to provide anti-vehicle support when required. These are NOT Legiones Astartes, and they work under orders from the Emperor himself. While the Legio Custodes works alongside the Legiones Astartes, such as during the burning of Prospero, they never work WITH them. They are always separate, and somewhat aloof.

When requisitioned, the Legio Custodes Armored Support Asset requests the presence of a single Pallas Grav-Attack speeder. For an additional 20 requisition, this can be improved to a single Caladius Grav-Tank. The pilots of each tank use the Characteristics of a Custodian Guard.

PALLAS GRAV-ATTACK SPEEDER

Type: Skimmer
Tactical Speed: 30m
Cruising Speed: 250 kph
Maneuverability: +25
Structural Integrity: 25
Size: Enormous
Armour: Front 30, Side 25, Rear 25
Crew: Pilot
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted Twin-Linked Arachnus Blaze Cannon (Mag 60, Rld 3 Full)
-Concentrated Blast (300m, S/-/-, 3d10+10E, Pen 15, Exoshock, each shot takes 3 rounds)
-Burst Fire (250m, S/3/6, 2d10+5E, Pen 4, Proven (3))

Special Rules

Skimmer
Flare Shield
Power of the Machine Spirit
Grav-Backwash

CALADIUS GRAV TANK

Type: Skimmer
Tactical Speed: 20m
Cruising Speed: 100 kph
Maneuverability: +15
Structural Integrity: 35
Size: Massive
Armour: Front 35, Side 35, Rear 25
Crew: Pilot, Gunner
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted Twin-Linked Lastrum Bolt Cannon (250m, S/3/6, 2d10+8X, Pen 6, Mag 120, Rld 4 Full, Tearing, Heliothermic Detonation)
One Gunner-Operated Turret-Mounted Iliastus Accelerator Cannon (400m, S/2/4, 3d10+8R, Pen 12, Mag 160, 3 Full, Razor Sharp, Rapid Tracking, Heliothermic Detonation)

Heliothermic Detonation: After suffering at least one wound from this weapon, the enemy must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc). If the target is a vehicle, add two to the roll when scoring critical damage.

Special Rules

Skimmer
Flare Shield
Power of the Machine Spirit
Grav-Backwash

SILENT SISTERHOOD OBLIVION KNIGHT CADRE

The premier anti-psyker detachment of the Emperor's personal household, each Oblivion Knight is a null of incredible power, able to shut down any psychic abilities in their area, and duel on an even footing with many of the Legiones Astartes.

An Oblivion Knight has the Characteristics listed below.

Oblivion Knight								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**45**	**35**	**35**	**40**	**40**	**45**	**60**	**20**

For ease of use, an Oblivion Knight possesses all the talents and traits of a Rank 1 Assault Legionary, the Abhor the Witch talent, and 20 wounds. They are not Legiones Astartes, however, and do not possess.the implants that define those warriors.

An Oblivion Knight possesses an Execution Blade (1d10+11E, Pen 8, Two-Handed, Power Field, Piercing Cut, Duelist's Edge), Bolt Pistol, Frag, Krak, and Psyk-Out Grenades (S/-/-, 1d10X, Pen 0, Psyk-out), Vratine Armor (Granting 8 Armor) and a Voidsheen Cloak (Granting a PR20 field against attacks, overloading on doubles, which increases to PR50 against attacks with the Blast and Spray qualities). All weapons include Strength Bonus.

Piercing Cut: When the bearer of this weapon scores at least 3 Degrees of Success on their Weapon Skill test as part of an attack, the attack is resolved at Pen 12.
Psyk-out: Any Psyker within the blast radius of a psyk-out grenade when it explodes, or entering the dust field before it dissipates, must make a Very Hard (–30) Willpower Test. Psykers who fail the Test lose 1 Psy Rating for each degree of failure. Psy-Rating lost this way returns at the rate of 1 Psy Rating every six hours. In addition, a Psyker who loses two or more Psy Rating from the Psyk-Out grenade automatically suffers Psychic Phenomena when manifesting a psychic power for 10 rounds minus his Willpower Bonus after being affected by the grenade. The dust from the Psyk-Out grenade lingers in the area of the blast for five rounds after the explosion. Any Psyker who attempts to manifest a psychic power within the area of the blast before the dust has dispersed automatically fails.

When requisitioned, five Oblivion Knights stop by. That's all one should really need.

THERE'S GOTTA BE MORE…

There is. The Talons of the Emperor have their own codex, within Horus Heresy Book 7: Inferno. With new options like Aquilon Terminators, Hetaeron Guard, Sagittarum Guard, and exotic vehicles like the Coronus Grav-Carrier, Gyrfalcon Jetbikes, and Contemptor-Galatus Dreadnought, the Legio Custodes are more than capable of having options, likewise with the Sisters of Silence, with their Prosecutor Squads, Vigilator Squads, Pursuer Squads, and the Kharon-Pattern Acquisitor. Presented here as assets are the barest basics to get the point across. But that should be enough.

However, you must remember – this is a book about the Legiones Astartes. The Talons of the Emperor are their own thing, and would distract from the Legionaries you are intended to play. Maybe one day there will be stats for them, making the entire Talons list playable in the 40k RPGs.

LMAO I DID IT, GO FIND THE GOLD EXPERIENCE REQUIEM, FOR MORE FIGHTING GOLD!

An Oblivion Knight possesses the following traits.

Psychic Anathema: An Oblivion Knight possesses the Untouchable (8) trait, the maximum it can be. In addition, psychic buffs on enemies or allies within a number of meters equal to the Oblivion Knight's Willpower Bonus automatically dissipate.
Ex Oblivio: When in melee with the Oblivion Knight, enemies are completely unable to manifest psychic power, and at the start of the enemy's round, they must immediately make a Difficult (-10) Willpower Test, or suffer a result from the Perils of the Warp table, subtracting 10 from the roll.
Fanatic Discipline; Oblivion Knights possess the Fearless and Hatred (Psykers) talents.
Company Cadre: When purchasing this Asset, the Company Cadre must be versed in Crusading or Infiltration. Crusader Cadres may charge according to their Run distance rather than their charge distance. Stealth Cadres are trained in Concealment and Silent Move at +20, and treat the first round they attack from concealment as a Surprise round.

HUNTER-KILLER AUTOMATA MANIPLE

During the Great Crusade, it was known that the Mechanicum would innovate new pattens of machine if they had the time and inclination. It was in this way the Vorax Battle Automata was created, an improved version of the Crusader Robot first seen in Rogue Trader 1st Edition. When not used for population control in the Martian hives, Vorax Battle Automata were seen in Legionary service, as disposable fast attack troops capable of assassination and backfield havoc.

A Hunter-Killer Automata Maniple is a Horde of Vorax Battle Automata, equipped as the purchaser deems necessary, with a Magnitude of 10. It possesses the following Horde Traits.

Volley Fire
Focused Fire

Skirmishers: A Horde with this trait suffers no penalties to Concealment Tests, nor does it grant any bonuses to hit to attackers, due to the Horde's size. In addition, the Horde may use the Dodge and Parry reactions to defend itself, with a successful Dodge or Parry reducing the number of enemy attacks scored against it by 1, +1 per Degree of Success

BATTLE AUTOMATA MANIPLE

Castellax Battle-Automata are a Mechanicum schism in themselves, with some Magi Dominus supporting the cortex-gifted automata, while others prefer the safer wafer-controlled Kastelans. If put in combat against each other, the winner is determined by the author's own prejudices and feelings. Regardless, this type of Battle Automata is the standard type of battle automata in many Taghmatas and Legion Armoriums. It provides an incredibly durable warrior with excellent combat potential, while still retaining a disposable quality that could warrant their use where Legionaries are unneeded or unable to go.

A Battle Automata Maniple is a Horde of Castellax Battle Automata, equipped as the purchaser deems necessary, with a Magnitude of 10. It possesses the following Horde Traits.

Volley Fire
Mass Assault
Rampage

THALLAX COHORT

Thallax are cybernetic thrall troopers, who have had every bit of themselves except their brains and some organs cut away and replaced with the Lorica Thallax, heavy lightning guns, and the reward of temporary painkillers if they do a good job. Think that scene in the new Robocop movie where they reveal all that's left of Robocop. Sucks to be them.

A Thallax has the Characteristics listed below.

Thallax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
30	**45**	**50**	**50**	**25**	**35**	**45**	**40**	**10**

A Thallax is equipped with a Lightning Gun (Basic, 50m, S/-/-, 3d10+8E, Pen 4. Integrated, Tearing, Razor Sharp) with built-in Chain Attachment, Frag Grenades, and a Lorica Thallax (Provides 6 Armor, the Flyer (6) trait, a Micro-Bead, and the Vac-Sealed Armor Upgrade, which lasts indefinitely).

A Thallax possesses the following traits:
Size (Hulking)
Unnatural Strength x2
Unnatural Toughness x2
Djinn Sight: When firing at an enemy behind cover, the Thallax's ranged attacks ignore up to 8

points of cover. In addition, the Thallax immediately gets a free Challenging (+0) Awareness test to detect hidden enemies within 50m of him, should any appear. Beyond 10km, however, the world is a haze of electromagnetic turmoil and seismic percussion.

A Thallax Cohort is a Horde with a Magnitude of 20. It possesses the following Horde Traits.

Tactical Formation
Disciplined
Focused Fire

AUXILIA INFANTRY TERCIO

The Solar Auxilia, comprising nearly twenty-five percent of the Excertus Imperialis, was a human force armed exceptionally well, and specialized in explorator missions, void combat, and zone mortalis operations. The basic infantry unit was the Tercio, comprised of multiple Sections, armed with lasrifles and carapace-equivalent armor and specifically trained for landing zone prosecution and rapid fortification for future forces.

An Auxiliary has the Characteristics listed below.

Auxiliary								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**35**	**30**	**35**	**30**	**25**	**30**	**40**	**30**

An Auxiliary possesses the talents and traits of an Imperial Guardsmen in the Deathwatch (Core) book.

An Auxiliary is equipped with an Auxilia Lasrifle (Basic, 150m, S/3/-, 1d10+3E, Pen 0, Mag 60, Rld Full, LVS, Reliable) with Collimator Augment (Heavy, 200m, S/3/-, 1d10+3E, Pen 0, Mag 30, Rld Full, LVS) and Blast Charger Augment (Heavy, 120m, S/-/-, 3d10+3E, Pen 2, Mag 5, Rld 2 Full, Charger Burnout), Frag and Krak Grenades, and Void Armor (Provides 6 Armor, and the Vac-Sealed Upgrade for 6 hours).

An Auxiliary possesses the following traits.

Disciplined Fire: The Auxiliary may fire a Ranged Standard Attack at enemies charging them at a -20 Penalty.
Close Formation Fighting: The Auxiliary gains the Double Team talent. They gain a further +10 bonus if there is least one non-comrade ally adjacent to the player character.
Void Training: Zero Gravity treated as open terrain. Agility test to Charge/Run in Zero Gravity is -10.
Explorator Training: Reroll failed Survival and Navigate (Surface) tests. The second result stands.

An Auxilia Infantry Tercio is a Horde with a Magnitude of 60, which can split into three Magnitute 20 Hordes as a Half Action with a Challenging (+0) Command Test by the purchaser of the asset. It possesses the following Horde Traits.

Disciplined
Tactical Formation
Reform

VELETARIS STORM TERCIO

The Veletaris Storm Commandos, often shortened to Veletarii, are special reserves that can be utilized as shock troopers to break an enemy, or emergency responders that can respond to failing battle lines. Veletarii are equipped with Volkite chargers, Rotor Cannons, or even Power Axes, depending on the needs of the Legionary who requests their presence.

A Veletarii has the Characteristics listed below.

Veletarii								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**45**	**30**	**35**	**30**	**25**	**30**	**40**	**30**

A Veletarii possesses the talents and traits of an Imperial Guardsmen in the Deathwatch (Core) book.

A Veletarii is equipped with a Volkite Charger or Rotor Cannon or Power Axe, Frag and Krak grenades, and Reinforced Void Armor (Provides 6 Armor, the Vac-Sealed Upgrade for 6 hours, and the ability to reroll failed Agility tests against Flame and Spray weapons).

A Veletarii possesses the following traits.
Disciplined Fire
Close Formation Fighting
Void Training
Explorator Training

A Veletaris Storm Tercio is a Horde with a Magnitude of 30, which can split into three Magnitute 10 Hordes as a Half Action with a Challenging (+0) Command Test by the purchaser of the asset. The Tercio's loadout is specified by the purchaser of the Asset, but all Veletarii must be equipped identically. It possesses the following Horde Traits.

Disciplined
Tactical Formation
Reform
Focused Fire, Volley Fire (Ranged Weapons Only)
Mass Assault, Rampage (Melee Weapons Only)

AUXILIA ASSAULT SQUADRON

While the Leman Russ Main Battle Tank was the main fighting vehicle of the numerous planetary militias across the galaxy, the Solar Auxilia were able to field enhanced variants of these tanks, their heavier weaponry and overcharged engines appreciated by the Legiones Astartes as effective, if somewhat disposable, armored support. Capable of mounting heavy weaponry such as the Executioner Cannon, Demolisher Cannon, or the Volkite Demi-Culverin, Auxilia Assault Squadrons are requested by Legionaries who are unable to field their own tanks, but still require a heavy armored punch in their attack.

When requisitioned, the Auxilia Assault Squadron Asset requests the presence of a single Leman Russ Battle Executioner, Demolisher, or Incinerator, selected by the purchaser of the asset. For an additional 40 requisition, an additional tank can be added to the Squadron, up to a maximum of three total tanks. The tanks need not be equipped identically. The pilots of each tank use the Characteristics of a Solar Auxilia Auxiliary.

LEMAN RUSS ASSAULT TANK

Type: Ground Vehicle (Tracked)
Tactical Speed: 12m
Cruising Speed: 35 kph
Maneuverability: -10
Structural Integrity: 55
Size: Massive
Armour: Front 40, Side 32, Rear 25
Crew: Commander, Driver, Gunner, Loader
Carrying Capacity: None.

Weapons

One Driver-Operated Hull-Mounted weapon from the following list.

Heavy Bolter (150m, -/-/6, 1d10+12X, Pen 5, Mag 60, Rld Full, Tearing)
Multilaser (150m, -/-/5, 2d10+10E, Pen 2, Mag 100, Rld 2 Full, Reliable)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 6, Rld 2 Full, Proven (3))

One Pintle-mounted weapon from the following list.

Multilaser (150m, -/-/5, 2d10+10E, Pen 2, Mag 100, Rld 2 Full, Reliable)
Heavy Flamer (30m, S/-/-, 1d10+12E, Pen 6, Mag 10, Rld 2 Full, Flame, Spray)

One Turret Weapon from the following list.

Demolisher Cannon (50m, S/-/-, 4d10+20X, Pen 10, Mag 2, Rld Full, Blast (10), Concussive (3))
Executioner Plasma Cannon (200m, S/2/3, 2d10+12E, Pen 12, Mag 48, Rld 5 Full, Blast (3), Volatile, Maximal)
Twin-Linked Volkite Demi-Culverin (280m, S/3/5, 3d10+8E, Pen 4, Mag 40, Rld 5 Full, Deflagrate, Twin-Linked)

Special Rules

Reinforced Hull
Rugged
Auxiliary Drive

Explorator Adaptions: The vehicle has a PR20 defensive "field" against weapons with the Blast, Spray, or Flame Quality. This field, being a representation of sealed spaces, does not overload. The vehicle is capable of operating in the void or lack of atmosphere, containing 6 hours of air. The crew and passengers are protected from toxic gas or other environmental effects. The vehicle treats all terrain as open terrain. However, the vehicle is incapable of mounting sponsons
Coordinated Fire Protocols: When two or more tanks from the squadron fire at the same target, each tank gains a +10 bonus to the Ballistic Skill Test.

Relics of the Age of Darkness

"My legacy before my eyes...This is all my history."

- Auroran Praetor Cortain relives the history and legacy of the newly-wielded Gladius Invictus

Every legion had its special equipment, but every legion also had their relics, weapons, armor, or wargear of incomparable power, granted only to the greatest of Praetors. To wield a Relic of the Age of Darkness is to have reached the pinnacle of what it means to be a Legionary, to have the respect of entire chapters of a Legion follow you against any enemy, and to know nothing but victory against every enemy one encounters. They are capable of cutting through any armor, landing the impossible shot, or even erasing entire armies. Some Relics of the Age of Darkness were only issued by the Primarch himself, and bearing them meant an incredible level of trust between a father and his gene-son.

Relics of the Age of Darkness follow all the normal rules for Relics detailed in the Deathwatch Core Rulebook. A Legionary who selects a Relic of the Age of Darkness is automatically proficient in its use. Each Relic may only be requisitioned by a Legionary of the specific Legion detailed, unless the "General" tag is applied to the relic. Any Legion can use those.

Warp Shunt Field (General)

A protective field that is part displacer field, and part void shield, the Warp Shunt Field is a relic from the Dark Age of Technology that catches attacks in micro-warp openings, and reflects back lances of immaterial energy at the attacker. The Mechanicum would never fully replicate its abilities, despite understanding it fully.

A Warp Shunt Field provides the bearer with a PR60 protective field against ranged attacks only, overloading on doubles. If the shield result is a 1-10, however, and the attacker has line of sight to the bearer, a lance of warp energy automatically strikes the attacker, inflicting 1d5 hits for 2d10+3E with a Pen of 0.

Phase Walker (General)

Very few Phase Walkers exist, and this can be considered a good thing – they make fortifications and distances obsolete, as the bearer can merely walk through any obstacles. Rogal Dorn cried. Dorn cried a lot.

As a Half Action, the bearer may select a point within line of sight, and instantly appear there from his former position. For every solid object along their path (allies, enemies, terrain, buildings, etc), the character must make a Challenging (+0) Willpower Test, or suffer 1d10 wounds, ignoring armor and toughness. It is up to the GM as to what counts as an obstacle.

Combat Augment Array (General)

Combat Augment Arrays could turn even the wimpiest colonist into a death machine, although the colonist wouldn't last much longer. This invasive augment alters the bearer's nerves, adrenal glands, and musculature – if it could have such an effect on a mere human, imagine what it could do to an Astartes…

Once per session, the bearer may count any dice roll as any value of his choosing. For example, he may choose to auto-roll a 1 to hit, choose to roll maximum damage on a single d10 (which can trigger Fury as normal), or choose the maximum number of hits for a Whirlwind Scorpius Barrage. If a result is chosen in this way, the bearer must, at the end of his turn, make a Challenging (+0) Toughness Test, with a penalty equal to either 5x the Degrees of Success on the test if a d100, or 5x the result of the die if a d10. If the

Legionary fails, he automatically takes damage equal to the number of Degrees of Success (if d100) or the die roll (if 1d10), ignoring armor and toughness.

Cloaking Array (General)

Now you can be an asshole of the highest order with your very own cloaking array! Hiding the bearer from attack, the Cloaking Array allows the bearer to reposition, ready an attack, or perform any other action that would normally be more difficult under scrutiny.

Once per session, the bearer may declare he is activating the Cloaking Array. When the Cloaking Array is active, the bearer cannot be targeted by attacks, both ranged and melee, of any type. Enemies that have the Daemon trait or a Psy Rating, however, are not affected by the Cloaking Array, and any attack against the bearer will disable the Cloaking Array. When cloaked, the bearer may not enter Squad Mode, or perform a Ranged Attack Action or Movement Action of any kind. They may still fight in melee if already there, or perform delicate tasks that do not require repositioning, such as Tech Use tests to access a Cogitator. A Cloaking Array lasts for 1d5 Rounds.

Void Shield Harness (General)

Void shields are well understood by the Mechanicum, but creating one on a personal scale? Whoa. A Void Shield Harness projects a near impenetrable force field, but if it overloads…

A Void Shield Harness projects, you guessed it, a Void Shield in a 5m radius from the bearer. Any shooting attack originating outside the field will strike the void shield instead. If the void shield is brought down, roll 1d10. On a 10, the Void Shield Harness catastrophically overloads, causing an attack centered on the bearer, inflicting 2d10+9E damage with a Pen of 6 and the Pinning and Blast (5) qualities. This breaks the Void Shield Harness, which cannot be used again until brought back to the armoriums for restoration.

Void Shield: Void shields count as a barrier with 25 AP. To disable a void shield, attacks must deal 20 damage past the 25 AP. This damage is cumulative (to represent the void shield) slowly overloading, but a weapon's Penetration has no effect on a void shield. Once a shield is brought down, the bearer can attempt to restore it by making a Difficult (–10) Tech-Use Test. Success means the shield is restored in 1d5+5 Rounds. This time is reduced by one Round for every degree of success, to a minimum of one Round.

Nanyte Blaster (General)

It's a gun, that shoots nanomachines, that replicate uncontrollably. You know what? I'm just gonna put pictures of Senator Armstrong here. You get the drift.

Uncontrolled Replication: Should an enemy be slain by the Nanyte Blaster, roll 1d10. On a 6+, every enemy within 5m of the dead enemy must take a hit equal to the Nanyte Blaster's damage and penetration. If this kills any of those, apply the Uncontrolled Replication trait all over again, until there are no enemies left, or the Uncontrolled Replication quality fails to trigger. Yes, this can infinitely trigger if you roll well enough!

Against Hordes, roll 1d10. On a 6+, apply another hit with the Nanyte Blaster's damage and penetration, and the Blast (5) quality. If this causes damage to the horde, apply the Uncontrolled Replication trait all over again, until the Horde dies, or the Uncontrolled Replication quality fails to trigger.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Req	Renown
Warp Shunt Field	Wargear	-	-	-	-	-	-	-	60	Famed
Phase Walker	Wargear	-	-	-	-	-	-	-	50	Hero
Combat Augment Array	Wargear	-	-	-	-	-	-	-	60	Famed
Cloaking Array	Wargear	-	-	-	-	-	-	-	40	Hero
Void Shield Harness	Wargear	-	-	-	-	-	-	-	50	Famed
Mask of the Patriarch	Wargear	-	-	-	-	-	-	-	30	Famed
Servo-Coil of the Rock	Wargear	-	-	-	-	-	-	-	50	Famed
Nanyte Blaster	Basic	30m	S/-/-	2d10+5E	12	∞	-	Fleshbane, Uncontrolled Replication	80	Hero
Pyrix Extasis	Wargear	-	-	-	-	-	-	-	50	Hero
Lucid Blade	Melee	-	-	1d10+9E	8	-	-	Power Field, Balanced, Master Parry	75	Hero
The Blind Helm of the Black Judges	Helmet / Pistol	30m	-/-/2d10	2d10+2E	8	-	-	Blind Overwatch	70	Hero
Parthinian Serpent	Basic	100m	S/-/-	2d10+9E	12	∞	-	Accurate, Pinning, Precision Shots, Preternatural Targeting	80	Famed
Burning Claws	Melee	-	-	1d10+10E	8	-	-	Power Field, Proven (4), Tearing, Armorbane	80	Famed
Indomitan Mantle	Wargear	-	-	-	-	-	-	-	60	Famed
Nostraman Mancatcher	Melee	-	-	1d10+7E	8	-	-	Ensnare	50	Famed
Photonic Blade	Melee	-	-	1d10+2E	12	-	-	Power Field, Fleshbane, Soul Blaze	75	Famed
Grav Gauntlet	Pistol	10m	S/3/-	*	8	12	2 Full	Concussive, Haywire, Graviton Pulse, Spray, Ruination, Structural Collapse	70	Famed
The Earth Breaker Trident (Melee)	Melee	-	-	1d10+10R	12	-	-	Power Field, Unwieldy	70	Hero
(Thrown)		5xSB	S/-/-	3d10+30E	15	-	-	Instant Death, Seismic Destructor, One Use		
Gladius Invictus	Melee	-	-	1d10+8R	10	-	-	Power Field, Balanced, Tearing, Shield-Mocker, Duelist's Edge	60	Famed
Barbaran Thurible	Wargear	-	-	-	-	-	-	-	50	Famed
Luminiferous Resonator	Pistol	30m	S/3/6	2d10+10E	8	∞	-	Psychic Resonance	60	Famed
The Cataphractii Primus	Armor	-	-	-	-	-	-	-	80	Hero
Conversion Dissonator	Wargear	-	-	-	-	-	-	-	50	Famed
Zeroth Conductor Shield	Melee	-	-	1d5+3I	0	-	-	Balanced, Power Field, Zeroth Blast	60	Famed
Fractal Harrow-Blade	Melee	-	-	1d10+6R	8	-	-	Razor Sharp, Bloody Ruin	60	Famed
The Drakaina	Pistol	30m	S/2/-	1d10+10E	6	12	Full	Toxic, Tearing, Flesh-Phage	65	Hero

MASK OF THE PATRIARCH (GENERAL)

Type: Armor Upgrade

This bizarre mask was eventually taken up for many reasons, in many legions. Some were designed to resemble Primarchs or the Emperor, while others took stranger forms as the Warp sunk into the Legions. Regardless of form, wearing this mask made clear to all the unstoppable Legionary's disregard for casual scum amongst the battlefields, and marked him as a particularly enduring and somewhat dexterous combatant (though many went through great lengths to hide that last part). A Mask of the Patriarch reduces the final penalty to any Dodge tests the bearer must take by -10. For example, if the penalty to the bearer's Dodge test is a total -30, this penalty is reduced to -20 instead.

SERVO-COIL OF THE ROCK (GENERAL)

Type: Armor Upgrade

It is said this servo-coil, or one like it, once fit into the Terminator armor of a Legionary known only as The Rock, Legion unknown. He was an unremarkable Legionary, except for the fact that his strength was beyond belief – so strong was he that he could roll and dodge, even in Terminator Armor, as if plates of solid stone and ceramite weighed nothing, and strike back with a single hit. Since the time this unknown Legionary disappeared into the legends of the Age of Darkness, Servo-Coils capable of interfacing with Terminator armor have appeared in many Legions' armoriums. Installing a Servo-Coil of the Rock within one's Terminator Armor allows a Legionary to emulate the mighty strength of this mysterious Legionary. A Servo-Coil of the Rock allows the bearer to Dodge in Terminator Armor, although at a -10 penalty. Combined with the innate -20 agility penalty of Terminator armor, this allows the bearer to dodge at a total -30 penalty.

A Servo-Coil of the Rock can only be taken on Cataphractii-Pattern, Indomitus-Pattern, or Gorgon-Pattern Terminator armor.

PYRIX EXTASIS (DARK ANGELS)

Only Forge World would give the Dark Angels the fucking Ark of the Covenant as their relic. I wonder if this is where the Guardians of the Covenant successor chapter would originate?

Once per session, as a half action, the bearer may open the Pyrix Extasis. Every enemy within 10m of the bearer must immediately test against Fear (4), with all the horror that entails.

LUCID BLADE (EMPEROR'S CHILDREN)

There are only a handful of these perfectly balanced and masterwork blades, acquired by the duelists of the Emperor's Children. They contain machine spirits dangerously close to AI, and when united with armor systems, create a dangerous opponent.

Master Parry: When engaged in single melee combat with only one other enemy, the Legionary may give up attacks he possesses (such as through Swift Attack) to grant himself a Protective Field of PR20, or increase the value of any field he possesses by +15, to a maximum of 75. This field, representing swift blade work, does not overload.

THE BLIND HELM OF THE BLACK JUDGES (IRON WARRIORS)

The Blind Helm was torn from the corpses of the Black Judges, a terrible enemy from the Legion's past, and can assimilate into to any type of armor seamlessly thanks to shared STC heritage. It is capable of electric coronal discharges against approaching foes. Basically, it's Cyclops Eyebeams from X-Men.

Blind Overwatch: The Blind Helm is fired as a Reaction against enemies charging (or walking into melee with) the bearer. The Blind Helm is compatible with any form of Power, Artificer, or Terminator armor, and draws power from the armor's generators. It grants AP12 to the head, and autosenses of Mk.2 Armor.

PARTHINIAN SERPENT (WHITE SCARS)

The Space Mongols get a Space Energy Bow named after some of the greatest horse archers Holy Terra had ever known (the Parthians, if it wasn't obvious). The weapon itself fires bolts of pure energy, and contains stabilizers that ensure the bearer will never miss. The Parthinian Serpent generates its own ammunition, so no need to worry about running out.

Precision Shots: Enemies suffer a penalty of 5xDoS on BS test to Dodge tests. Against Hordes or Formations, the bearer may selectively target enemies with a Called Shot option.

Preternatural Targeting: The bearer ignores ALL penalties to his Ballistic Skill test when firing this weapon. Bonuses are applied as normal.

Burning Claws (Space Wolves)

Every claw of this relic lightning claw burns super-hot, enough to melt through any vehicle's armor, through the use of directed fusion reactors and magnetic containment. The Space Wolves keep it to themselves, unwilling to share its secrets with the Mechanicum.

HOLY MOTHER OF FUCK, DON'T MAKE THE SAME MISTAKE I DID. THIS IS A SINGLE CLAW. Like other Lightning Claws, the bearer adds +1 Damage per Degree of Success (or +2 when equipped with a second, lesser lightning or frost claw that is requisitioned separately.)

Indomitan Mantle (Imperial Fists)

A few long cloaks of chainmail were recovered from the deep caves of Inwit. Each is inscribed with protective wards against high energy attacks. They served the Imperial Fists well, from the Pacification of Ophelia VII, to the Defense of Areneus against the yet-unidentified Necrons, so devastated it would be known as Necromunda.

An Indomitan Mantle grants the bearer immunity to weapon qualities that would instantly kill them, and a PR60 defensive field against weapons with the Melta Quality.

Nostraman Mancatcher (Night Lords)

It is rumored that this weapon was not made by the Night Lords, but was taken as a spoil from xenos of the Ghoul Stars. It was made explicitly for capturing foes alive, although what the Night Lords or the weapon's original owners do with those foes is best left unsaid.

Ensnare: The bearer of the weapon may nominate a single enemy he is in melee with. Before attacking, this enemy must make a Challenging (+0) Opposed Strength Test. If the enemy fails, he may not perform melee attacks, or the Disengage action.

Photonic Blade (Blood Angels)

A double-handed weapon so heavy that even a Legionary has issue lifting it, the Photonic Blade can ignite a burning blaze so hot that armor, toughness, and even faith is no defense. Recovered from the irradiated wastes of Baal, what few blades that exist are jealously fought over.

A Photonic Blade produces the same blinding effect of a Nova Grenade when striking an enemy, and grants the Fear (1) trait to the bearer, or increases their Fear Rating by 1 if they already possess one.

Grav Gauntlet (Iron Hands)

A wrist mounted version of the grav gun, examples of this weapon were recovered from Leagues of Votann worlds in the galactic core, and ceded to the Iron Hands by the Mechanicum, who were busy turning grav weapons into true monsters.

The fields produced by a Grav Gauntlet's Graviton Pulse remains in effect for an additional 1d5 rounds after firing.

Ruination: When fired at a structure, this weapon inflicts an additional 1d10 damage to hull integrity, per Graviton Pulse Field, ignoring the building's Armor value.

The Earth Breaker Trident (World Eaters)

A weapon of the gladiatorial pits, the Earth Breaker Trident is just as deadly when thrown as it is in melee, for that is when its seismic destructor kicks in, and ruin fucking everything. Yes, you too can kill a man with a trident.

Seismic Destructor: Once thrown, make a note of where the Trident lands. Everything within 30m of the Trident becomes Hellish (-60) Difficult Terrain, and buildings in range suffer 2d10 Hull Integrity every round, ignoring Armor. Do remember to pick the trident up. I know it's difficult to remember when everything is blood madness, but you CAN remotely turn it off and pick it up again!

Gladius Invictus (Ultramarines)
A broad-bladed artificer short sword that screams ROMAN for the Roman Legion from Planet Rome, the weapon contains a gyroscope that compensates for the bearer's idiosyncrasies, and while difficult to master, makes thrusts hard to counter.

Shield Mocker: This weapon ignores protective fields and armor granted from combat shields, storm shields, boarding shields, or other types of physical shields. This quality is applied before calculating normal weapon penetration.

Barbaran Thurible (Death Guard)
This piece of wargear consists of a sphere at the end of a stick, which collects all the toxins in the air at the PPB level, and focuses it to a doom cloud around the bearer.

All allies and enemies who are not of the Death Guard within 15m of the bearer reduce the level of their Unnatural Toughness trait by 1. Any enemy that suffers wounds from a shooting attack when their Toughness is so modified must make a Challenging (+0) Willpower test at the start of their turn. If they fail, they must immediately perform a Full Move Action away from the bearer.

Luminiferous Resonator (Thousand Sons)
Not a physical weapon as much as a shiny piece of psychic jewelry, the Luminiferous Resonator focuses the bearer's psychic power into a beam of mental force.

Psychic Resonance: This "Weapon" may only be used by those with a Psy Rating. Instead of a Ballistic Test, a Focus Power test is used to fire it. This weapon wounds against the enemy's Willpower Bonus, rather than Toughness.

The Cataphractii Primus (Sons of Horus)
This is the first, the prototype, the template from which all Cataphractii Terminator armor would originate. While one is kept on Mars, and a second in the Sons of Horus Forges, the third is used only by the most veteran of Justaerin, and it provides protection greater than any other armor.

The Cataphractii Primus follows all the rules for Cataphractii Terminator Armor. The wearer is granted immunity to weapon qualities that would instantly kill them, and they increase the level of their Unnatural Toughness trait by 1 against all ranged attacks.

Conversion Dissonator (Word Bearers)
Tech Savants could not figure out how this thing worked, and they could not understand how it could have such an effect against both physical shields and the metaphysical ones surrounding the creatures of the Warp. Know your ally, know your enemy, after all.

Once per session, the Word Bearer can flip on the Conversion Dissonator as a Free Action. While in effect, the field value of all Protective Fields in 30m, be it friend or foe, are reduced by 30. This can negate some low-power fields, and even affects shields that do not burn out. This effect lasts for one round.

Zeroth Conductor Shield (Salamanders)
A boarding shield with a thermic conductor provided by the Mechanicum's burgeoning Corpuscarii Cult, this combat shield can transform into a searing face of energy, blinding and striking would-be attackers.

A Zeroth Conductor Shield follows all the rules for Combat Shields.

Zeroth Blast: As a Reaction after being subject to a Charge Action (or someone walks into melee), the bearer may discharge the shield with a Challenging (+0) Weapon Skill test, inflicting one hit against the enemy, plus one additional hit for every two degrees of success. These hits inflict 3d10+10E damage, with a Pen of 12, and the blinding effect of a nova Grenade. That this can seriously fuck up an enemy's attack before they can even get to perform it. The shield may not be discharged in subsequent rounds against the enemy, only the first round they charge.

Fractal Harrow-Blade (Raven Guard)
The ultimate evolution of mono-weaponry, the Fractal Harrow-Blade originates on Terra, and was held in high regard by the Xeric Tribesmen that would become the Raven Guard, and were often used to cut great swathes through crowds of enemies.

Bloody Ruin: When used against hordes, this weapon inflicts an extra hit for every Degree of Success on the weapon skill test, rather than for every two.

THE DRAKAINA (ALPHA LEGION)

There is only one Drakaina, and it is neither of STC nor Xenos manufacture. This weapon fires a virus-toxin so terrible it can slay in seconds, and infect nearby targets before the first enemy is even dead. Where the Alpha Legion found this weapon, and how they create ammo for it, is just one more mystery that will never be solved.

Curiously enough, googling "Drakaina" brings up everything from a primordial serpent of Greek legend, to a softcore porn star. Oh my.

Flesh-Phage: For every hit, the enemy must make 1d5 Challenging (+0) Toughness tests, or suffer 1d10 damage ignoring armor and toughness, as per the Toxic quality.

"It is a well-known axiom that if you are small, project yourself to appear larger. If you are large, spread yourself out to appear small. This leaves me in a strange position. Over the generations, we have turned the House of Korst'la from a single-vessel operation to a galaxy-spanning conglomerate. To our enemies, we mobilize our fleets, our raiders, our millions of soldiers, and we subsume or destroy them. If we act TOO powerful, however, the Imperium and its million worlds will come down upon us. We already tread a fine line in interacting with the Tiji Sector Inquisition and the myriad worlds under their care, but in a choice between high quality goods and their religious duty, I know full well where they stand. The question becomes how best to exercise power while not appearing as a threat to those with more?
I have watched the Paragon Executor and the Ordo Chronos Inquisitor play their wargame simulations against each other. Each is incredible to observe – the Inquisitor using her psychic powers to reach for desirable futures, and the Executor making small gains and wielding ten thousand years' worth of battle experience and rapid-process simulations. My strategy in war has always been to be the most advanced one on the field, and manipulate the enemy's ability to effectively fight. If the enemy has no idea what he is fighting, he has no effective way to formulate a battle plan. If he has previously bought weapons laden with hidden faults, then he cannot reasonably expect his troopers to fight at full effectiveness. If his generals have already been paid off, he cannot expect his orders to be performed. Success is the result of cornering the market of secrecy. Wielding power is the same."
-Excerpt of "Selenite Memories," the Memoirs of Shas'o Sio't Korst'la VII

Psyarkana

"I can't claim to understand this Old Slann stuff. What I do understand is the High Commander pays well for such trinkets, so they're his problem."

- Shas'o Vash'ya Sha'is, Commander Spacewind, reflects on recovered Old Slann relics

The term Psyarkana is not an official term, but a catch-all classification for ill-understood and undefinable items or practices of mysterious provenance. Where techno-arcana clearly functions through technological and scientific, though unreproduceable means, they are clear in their purpose, made by mankind in better days. Esoteric psyarkana, however, are based on ritual and practice, and operate by psychic means or via interaction with the warp. Study is near-impossible, as psyarkana operates against the order of nature.

While many of these Psyarkana were destroyed on order of the Emperor, Malcador, or the Primarchs, many would survive, hidden away in Mechanicum vaults or taken as trophies. Surprisingly, it would not be the Thousand Sons who would be known for such acquisitions (though they were certainly second place), but the Iron Hands, Ferrus Manus himself locking away many such tools with his "Keys of Hel," until his critical existence failure caused his grief-maddened sons to open the vaults and release the terrors within.

Psyarkana follow all the normal rules for Relics detailed in the Deathwatch Core Rulebook. A Legionary who selects Psyarkana is automatically proficient in its use. Each Relic may be requisitioned by a Legionary of any Legion – though a specific legion may have first discovered or popularized such an object, their use spread across the galaxy by the will of thirsting gods...

Null-Amp Collar

Recovered by the Iron Hands and World Eaters, these collars were made by a human civilization whose name has long since been lost. Made of a dense black material would go on to be known as noctilith, Blackstone, ten thousand years later, wearers find the Warp pacified around them, though it would cause slight loss of focus and acuity to the wearer. These null-amp collars would ultimately be reverse-engineered into the first Psychic Hoods after the Horus Heresy had ended.

Only Legionaries with a Psy Rating can make use of the Null-Amp Collar.

A Legionary equipped with a Null-Amp Collar may spend his Reaction to attempt to nullify a psychic technique used by another psyker within a number of meters equal to the Legionary's Willpower Characteristic, by making a Focus Power test. If this test is successful, the psychic power is nullified. If the test is failed, the psychic power is resolved as normal. The Legionary suffers a -10 penalty to Agility-based and Fellowship-based tests while wearing a Null-Amp Collar.

Empyreal Lance

Long ago, corrupted offshoots of human raiders preyed on the Aeldari in their Craftworlds and Exodite Worlds. The Great Crusade would destroy these offshoots, the Raven Guard acting as the vanguard, but their weapons would go on as trophies in the hosts of the Emperor. Empyreal Lances, spears crafted from living wraithbone and emblazoned with glyphs, would find little use against ceramite and armor, but were deadly effective against enemies with psychic potential.

The Empyreal Lance has two profiles – the first is its normal profile. The second is for use against enemies with a Psy Rating or possessing the Daemon or Daemon Engine traits.

Psy-lash: For every hit that inflicted at least one Wound on an opponent with a Psy Rating, or the Daemon or Daemon Engine trait, roll on the Perils of the Warp table, without modifiers, and apply the result to the target.

Armatus Necrotechnica

Necro-technic engineering was known only to the Iron Hands and the Emperor himself, who used the process in his Warlord-Sinister Psi-titans. The

technology steals the life force from entities around it to power systems of destruction and repair. How it spread across the galaxy is unknown, only that it did, and would become more common as the Horus Heresy ground on. You know, Forge World has a tendency to make Chaos vehicles eat their occupants in their Index rules – maybe the source of the problem can be traced back to here?

This vehicle upgrade may be applied to vehicles with the Ground Vehicle special rule. Whenever an ally or enemy with 15 meters of the vehicle is destroyed, or a Horde loses at least 10 points of Magnitude, roll 1d10. On a 9+, the vehicle regains a number of Hull Integrity equal to 1d10 + the driver's Intelligence Bonus. This can trigger multiple times in a round, as long as the tank keeps hungeri…uh, killing. In addition, ally and enemy units within 15 meters of the vehicle suffer a -10 penalty to Willpower and Fellowship, as they see their eventual fate. Units with the Jaded talent may not ignore this modifier, but units with the Fearless talent or From Beyond trait may do so.

CORPUS MYMIR

A psychically active servo-skull invented by Zhao-Arkhad, the forge world attached to the Thousand Sons, the cranial housing maintains the living brain of a psyker kept at a basic level of activity. The brain, having undergone hypnotherapy and memetic conditioning, is capable of performing basic divination and telepathy on vocal command. Though prone to catastrophic failure, and the cause of Zhao-Arkhad's censure, the fact that these things would become a premier weapon of the southern Imperium meant they were effective enough, despite how desperate times had gotten.

Corpus Mymir…a floating head capable of great foresight…I wonder if someone had been playing God of War recently?

A Corpus Mymir follows the rules for Servo-Skulls. As a Full Action, the Corpus Mymir may be activated. Roll 1d10, and consult the following table for the result of the power. The Corpus Mymir is considered to have Psy Rating 3 for the purposes of powers with Psy Rating-dependent effects. The effects last until the start of the bearer's next turn.

1d10	Corpus Mymir Result
1	The psychic power Misfortune manifests, affecting the Legionary and allies within support range. Oops!
2-3	The psychic power Foreboding manifests, affecting the Legionary and allies within support range.
4-5	The psychic power Precognition manifests, affecting the Legionary and allies within support range.
6-7	The psychic power Perfect Timing manifests, affecting the Legionary and allies within support range.
8-9	The psychic power Shrouding manifests, affecting the Legionary and allies within support range.
10	The Corpus Mymir explodes. Allies within support range suffer a single hit inflicting 1d10+3 E damage, with a Pen of 12 and the Fleshbane quality. This attack may not be dodged, but Defensive Fields may be used. Sorry, Mymir…

PSI-RESONANT PENTACLE

Recovered by the Thousand Sons from a place called Vrant, a number of five-sided armor pieces such as sallets, bevors, etc. Surprisingly, the Legionaries immediately petitioned for their destruction, supported by the Navis Nobilite and the Choir of the Astronomican. However, Malcador the Sigillite stepped in instead and insisted they be sent directly to Terra. The shipment was lost on route. Psi-Resonant Pentacles possess a number of effects, from slowing time and projecting waves of force, to even turning the gaze of the warp back on itself. Despite being lost, many of these pentacles would eventually be recovered by Malcador, and form the basis of the protective runes of his nascent Grey Knights.

A Psi-Resonant Pentacle grants its bearer a PR 35 defensive field, overloading on a 1. Enemies in melee combat with the bearer with a Psy Rating, or the Daemon or Daemon Engine trait, reduce their Agility score to 10, unless it was lower than that already, and ignore all positive or negative modifiers to Agility-based tests.

THE EVER-CHANGING AXIOM

The Ever-Changing axiom is not an object, but a phrase of the underlying language of Creation. In the galactic north, it is the "Tongue of Creation," in other places the "Voice of God" or "Language of Unmaking." The Aeldari call it the "Vernacular of the Old Ones," and Dan Abnett called it "Enuncia." Reconstruction of the language is impossible, and only the Old Slann can truly claim mastery of it, the lexicon ascending over their more simplified pictographs and being the source of their High Psykana. With even a single word, a whisper, the fabric of reality bends, and shockwaves are sent through the Immaterium. Even the slightest slip of the tongue, however, can have terrible repercussions for the user.

Too long a description? By calling someone an asshole in the psychic language of long-dead space-frogs, your enemy's head explodes. But sometimes your head explodes too. Funny, that.

When this psyarkana is purchased, the Legionary learns a single word of the Ever-Changing Axiom. As a Full Action, the Legionary may speak this word, rolling a 1d5. On a result of 1, 2, 4, or 5, he may declare up to that many targets within 15 meters suffer a single hit, inflicting 3d10+10 X damage to the Head with a Pen of 12 and the Blast (3) quality. These attacks may not be dodged or shielded. On a result of 3, however, the Legionary takes three hits, centered on himself, inflicting 3d10+10 X damage to the Head with a Pen of 12 and the Blast (3) quality. These attacks may not be dodged or shielded.

Once used, the Ever-Changing Axiom is forgotten, and must be repurchased if desired for a future mission. If the Ever-Changing Axiom is not used before the conclusion of a mission, it must still be repurchased – the Old Slann word for "asshole" has psychically shifted, and a new word must be divined for the proper effect. They call it Ever-Changing for a reason, after all.

TRANSVECTIC GENERATOR

Various relics are classed as Transvectic Generators, but all share a similar purpose – creating a short-range, stable tunnel through the Warp that can ignore fortifications and obstacles entirely. This is not without risk, however. The longer a tunnel remains open, the more degraded it gets, and the higher the risk becomes that the user and others are dragged into the Warp.

Only Centurions of the following Consul ranks may purchase a Transvectic Generator – Esoterist, Moritat, Diabolist, Saboteur. These consuls may not select a Jump Pack, Bike, or Jetbike as a result for that mission.

The bearer of a Transvectic Generator may, as a Half Action, move up to 60 meters in any direction, ignoring all obstacles, and counting as having moved via Jump Pack for the purposes of talents and abilities. However, every time the Transvectic Generator is used, roll 1d5. On a result of 2 or higher, nothing bad happens. On a result of 1, the bearer suffers the Lost to the Warp result of the Perils of the Warp table, and all allies and enemies within 10 meters of the bearer's starting location each suffer 1d5 hits, inflicting 2d10+10 E damage with a Pen of 15. This attack may be dodged if the target possesses enough movement to get them further than 10m away from the bearer of the Transvectic Generator.

AETHERKINE PROJECTOR

These weapons allow a telekine to project their psychic might in the form of bolts of aetheric force. The first examples were recovered by the Blood Angels from a single feudal community of a world that had never recovered from a civil war of psyker overlords against normie peasants. The Blood Angels effortlessly slaughtered the remains of the peasant community when they refused to hand over the projectors, terrified to the last of being dominated by the Aetherkines once again.

Only Legionaries with a Psy Rating can make use of the Aetherkine Projector. Firing the Aetherkine projector requires a Willpower Test, rather than a Ballistic Skill test. The profile of the Aetherkine Projector is dependent on the penalty the Legionary chooses to apply to the Willpower test.

Aetherkinetic Feedback: A roll of 91-100 on the Willpower Test to fire this weapon immediately generates a result on the Perils of the Warp table with no modifiers.

TERMINAL LUCIDITY INJECTOR

Discovered by the Dark Angels on an oxygen rich world and inhabited by "tall and lithe" masters, the Terminal Lucidity Injectors were found not on the xenos, but on their genebulked slaves. The stocky humanoid slaves were implanted with these collars, inscribed with symbols of esoteric meaning. Throughout the slave's life, the Injector would siphon their life energy, and at the slave's point of death, re-inject that life energy for one final burst of vitality.

When a Legionary with a Terminal Lucidity Injector is forced to burn fate due to the attack of a non-adjacent enemy, he may immediately perform a Ranged Attack action with one ranged weapon, using the highest rate of fire of his weapon, against the enemy that forced him to burn fate. If the Legionary is in melee range with or adjacent to the enemy that forced him to burn fate, he instead performs a Melee Attack action with one melee weapon against the enemy that forced him to burn fate.

EMPATH BOND

Recovered by the Iron Hands and Luna Wolves against a planet of unrestrained psykers, the Legionaries discovered that each group of psykers shared a shard of a psycho-active meteorite embedded in their flesh. Eventually, the Imperium learned to psychically bond two of these meteorites, creating a link between two psykers' souls, and letting them share power and vitality.

These are basically friendship bracelets, but for burly muscle men instead of teenage girls.

For the Empath Bond to work, one must be purchased by each Legionary to be bonded. Both Legionaries must have a Psy Rating. Only two Legionaries may share the Empath Bond, no more, no less. So long as both Legionaries are alive, both gain immunity to qualities that cause Instant Death. If one Legionary suffers a Perils of the Warp event, then the other does too.

If one Legionary suffers damage, the other Legionary may attempt to some or all of that damage to himself by making a Challenging (+0) Willpower test as a Reaction. If this test is successful, then the Legionary may transfer a number of points of damage from his bondmate to himself equal to his Willpower bonus per degree of success on the test. If the test is failed, then the initial target suffers the damage as normal. If this test is failed by three or more degrees of failure, however, BOTH Legionaries take the full amount of damage. Suffice it to say, if one Legionary Bites the Dust, there is no rewinding or flashy explosions – the Empath Bond is merely broken.

SACRIFICIAL INNERVATION

One of the darkest acts a power-hungry psyker can perform is giving a piece of their soul to the Neverborn in pursuit of warp knowledge. While the trade can take many forms, the end result is the same. Now blazing with arcane power, the mortal body shrivels into a useless husk, stalked by creatures of the warp hungry for more.

Only Legionaries with a Psy Rating, or Centurions with the Esoterist or Diabolist Consul rank can make use of Sacrificial Innervation.

A Legionary who undergoes Sacrificial Innervation increases their Psy Rating by 2, or gains Psy Rating (2) if they did not possess a Psy Rating, and may reroll failed Focus Power tests for the duration of the mission. However, the Legionary immediately reduces their total number of wounds by a number equal to their total Psy Rating for the duration of the mission.

DIGITTALIS ARCANIS

Part ancient cogitator, part psycho-biometric interface, the Digittalis Arcanis floods its user with power, enhancing their reflexes and tolerance for pain. This burst of superlative ability fills the user with a sense of greatness, which turns out to be quite addictive as repetitive use of the Digittalis Arcanis saps part of the user's soul into the device.

As a Free Action, the bearer may choose to activate the Digittalis Arcanis. For the remainder of the encounter, the Legionary may perform 1d5 additional attacks in melee combat, stacking with talents that grant additional attacks, and gains the Unnatural Agility trait, or increases the value of the trait by 1 if they already possessed it. At the conclusion of the encounter, and for the remainder of the mission, the Legionary may only perform a single attack in melee combat, overruling talents that grant additional attacks, and reduces his Agility score to 10, unless it

was lower than that already, and ignores all positive or negative modifiers to Agility-based tests.

Divining Blade

Rare weapons made of Nightmare Steel, these weapons are keen enough to cut reality and unreality, their subtle edges never blunted, oscillating in a frequency in synchronicity with the universe itself. Wew lad, it's like I'm reading some JRPG weapon. Regardless of the weapon's background, they're quite good against daemons, able to sever the Neverborns' true essence deep within the warp. The Warmaster Horus collected a number of these blades, and gave them to warriors he held in utmost favor.

Divining Blades ALWAYS require two hands to use.

Chogorian Dreamplate

Rather than a piece of armor itself, Dreamplate is like a layer, as much physical armor as aetheric barrier, worn over warplate to protect against the "beasts of heaven" Each is hand-chiseled, lacquered, and embellished by the Stormseers of the White Scars, and gifted to respected warriors of other Legions. Rare was Chogorian Dreamplate, as the White Scars had few allies, and those who were gifted such wonders often found themselves the targets of assassins and thieves.

Chogorian Dreamplate is a layer added to any Power, Artificer, or Terminator Armor. It grants a PR60 Defensive Field, that does not overload under normal conditions, against attacks from enemies with the Daemon or Daemon Engine trait.

Liber Magra Veneficarum

This ancient book contains text from xenos and human histories that contravene the Imperial Truth, and detail how to bring forth the beastly legions of the Neverborn. They were burned by the Elucidators on many worlds, but NATURALLY some survived, preserved in hand copies by ritualist cultures. Warriors of Horus's armies fought hard for a copy, knowing full well some things are better left alone.

This psyarkana may only be used by Traitors without a Psy Rating, and without the Daemon or Daemon Engine keyword, in games set during the Age of Darkness rather than the Great Crusade.

The bearer of the Liber Magra Veneficarum increases their Psy Rating by 2, or gains Psy Rating (2) if they did not possess a Psy Rating. They also gain the Incursion power of Malefic Daemonlogy.

Icon of the Blazing Sun

In the modern day, Roboute Guilliman is torn on whether or not the Emperor is a god. A god would have certain powers, wouldn't they? But that goes against the Imperial Truth. Yet…how does one explain the Icons of the Blazing Sun? Symbols of the Emperor have power, and holding them aloft while intoning the name of the Emperor creates an aversion in the creatures of the warp. The faithful flock to them, for they guard against the evils of psykers, but to those who call upon the name in vain, or lack true conviction, there are dire consequences.

This psyarkana may only be used by Loyalists games set during the Age of Darkness rather than the Great Crusade.

A Legionary equipped with an Icon of the Blazing Sun may spend his Reaction to attempt to nullify a psychic technique used by a Traitor-allegiance psyker within a number of meters equal to the Legionary's Fellowship Characteristic, by making a Challenging (+0) Fellowship test. If this test is successful, the psychic power is nullified. If the test is failed, the psychic power is resolved as normal, and the Legionary suffers a single hit, inflicting 1d10 + the Legionary's Fellowship bonus, ignoring armor and toughness. If the Legionary rolls a 98+ on his Fellowship test, however, the raw energy of the Emperor incinerates the Legionary, causing Instant Death.

Additionally, any enemy with the Daemon or Daemon Engine trait engaged in melee with the bearer is reduced to Weapon Skill 10, unless it was lower than that already, and ignores all positive or negative modifiers to Weapon Skill-based tests.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Req	Renown
Null-Amp Collar	Wargear	-	-	-	-	-	-	-	40	Famed
Empyreal Lance (Normal)	Melee	-	-	1d10+6	6	-	-	Psy-Lash	50	Famed
(Psychic Target)		-	-	1d10+12	12	-	-	Psy-Lash		
Armatus Necrotechnica	Wargear	-	-	-	-	-	-	-	50	Famed
Corpus Mymir	Wargear	-	-	-	-	-	-	-	40	Famed
Psi-Resonant Pentacle	Wargear	-	-	-	-	-	-	-	40	Famed
The Ever-Changing Axiom	Wargear	-	-	-	-	-	-	-	50	Hero
Transvectic Generator	Wargear	-	-	-	-	-	-	-	40	Famed
Aetherkine Projector (+0 Penalty)	Basic	30m	S/2/-	1d10+5E	12	∞	-	Aetherkinetic Feedback	45	Famed
(-10 Penalty)		60m	S/2/3	2d10+5E	12	∞	-	Aetherkinetic Feedback		
(-20 Penalty)		100m	S/2/4	3d10+5E	12	∞	-	Aetherkinetic Feedback		
Terminal Lucidity Injector	Wargear	-	-	-	-	-	-	-	40	Famed
Empath Bond	Wargear	-	-	-	-	-	-	-	50	Famed
Sacrificial Innervation	Wargear	-	-	-	-	-	-	-	60	Famed
Digitallis Arcanis	Wargear	-	-	-	-	-	-	-	60	Famed
Divining Blade	Melee	-	-	2d10+8E	15	-	-	Master Crafted, Instant Death, Psy-Lash, Daemonbane	75	Hero
Chogorian Dreamplate	Wargear	-	-	-	-	-	-	-	60	Hero
Liber Magra Veneficarum	Wargear	-	-	-	-	-	-	-	60	Famed
Icon of the Blazing Sun	Wargear	-	-	-	-	-	-	-	60	Famed

IV

Basilikon Astra

VOIDSHIPS OF THE LEGIONES ASTARTES

●

VOIDSHIP UPGRADES

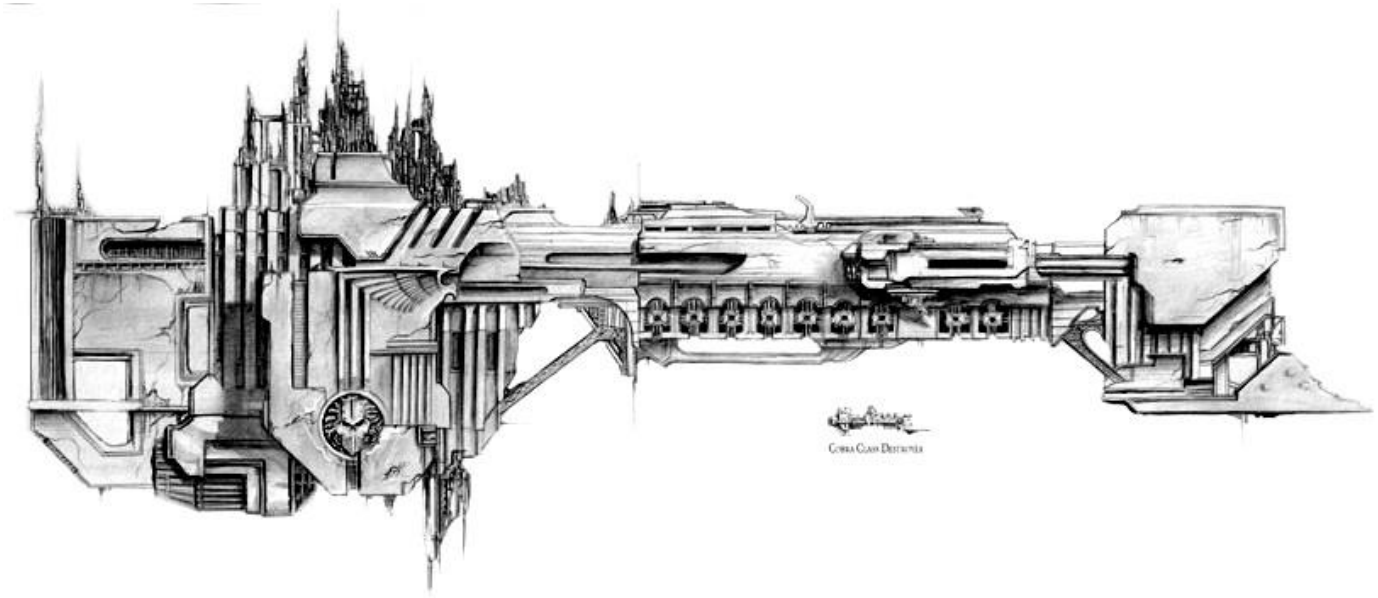
Chapter IV: Basilikon Astra

"Every bloody battleship and its mother is called Sword of the something-or-other!"

-Space Wolf Praetor "Felleye" Brynjol muses on voidship naming conventions.

In the modern day, the Space Marines maintain many Strike Cruisers, Vanguard Cruisers, and Battle Barges. These vessels are capable of void combat, but not specialized in it. This is purposeful, as the Navy is the Imperium's space component. As always, the source dates back ten thousand years, to the heady days of the Great Crusade. Not only did the Legionaries possess a full armorium to beat down the enemies of the brand spanking new Imperium of Man, but they had their own attendant fleets as well. We're not talking strike cruisers and battle barges, though they had those too. We're talking full void battlegroups, with cruisers, battleships, escorts, and even unique classes. Some designs, such as the Abyss-class Super Battleships, could win entire solar systems by themselves. Even rarer were the specialized designs, the bizarre hulls that showed Mankind was not above innovation, such as the thick slabs of armor coating the Ironclad-class, or the shield projectors of the Castellan-class or Tiamat-class. The Primarchs each maintained a Gloriana-class vessel, which could range from fifteen to twenty kilometers long. In the modern day, the only surviving Gloriana-class belongs to Roboute Guilliman, the Imperial Regent, or to the Primarchs who fell to Chaos, although rumors of a dagger-shaped "ghost ship," almost twenty kilometers long, have begun to circulate around the Eastern Fringe...

This Chapter will one day contain the voidships of the Legiones Astartes, and maybe more. I don't know yet. Forge World was rumored to be making a successor to Battlefleet Gothic called "Battlefleet Heresy," but there's no guarantee of that now that Alan Bligh kicked the bucket. We'll have to wait and see. If such a game does come out, and it's close to Battlefleet Gothic in mechanics, this section will be filled out with voidship hulls, components, and upgrades drawn from Battlefleet Heresy, and from the PC Battlefleet Gothic game. Combining these with the space combat rules from Rogue Trader, your Legionaries will be able to command the action on both ground and space. Until then, please wait warmly, Forge World is doing their best, I'm sure.



Voidships of the Legiones Astartes

"This time, we stop turtling. It offends the wrath of Mars."

-Auroran Praetor Cortain discusses void combat stratagems.

While it's quite possible to break open any Rogue Trader book and nick the ships within, as there was no separation between Navy and Militarum yet, you're playing Legionaries, and no doubt you want SOMETHING that makes you feel the part. Included here will be a Space Marine Battle Barge, Strike Cruiser, Vanguard Cruiser, and Escorts, just to get you by until Forge World saves the day with Battlefleet Heresy. I honestly have no idea if half these ships existed back then though. They're not all listed in Horus Heresy Book 3 P. 15, but it offers options, so I'll keep it in for now. Many Legiones Astartes Voidships have the following special rules.

Legion Breachers: Command Tests performed during Boarding Actions gain a +20 bonus, and Command Tests performed during Hit and Run actions gain a +10 Bonus.

Bombardment Targeters: Ballistic Skill Tests against planetary based targets gain a +10 bonus.

Legion Strike Craft: Legiones Astartes vessels may hold the following squadrons within their landing bays, in a combination chosen by the Legionaries, limited only by the strength of the Launch Bay.

Craft	Craft Rating	Speed	Squadron Size
Xiphon Interceptor (Fighter)	+12	12	20
Fire Raptor (Bomber)	+5	10	10
Stormbird* (Assault Boat)	+5	8	10

*A Stormbird possesses void shield banks. Roll 1d10 for every hit suffered from defensive turrets. On a 6+, the hit is negated.

RAIDERS

Space Marine raiders allow the Legion a long-range scouting ability, as well as firepower by way of weight of numbers.

Hunter-Class Destroyer

The Hunter-class Destroyer was first pioneered by the Dark Angels Legion, and can function as both a gunboat as well as a torpedo delivery system. With their fragility, Destroyers are often regarded as a death sentence by Excertus Imperialis troops stationed aboard them.

Speed: 12 **Maneuver:** +30
Detection: +20 **Hull Integrity:** 30
Armor: 16 **Turret Rating:** 1
Space: 30 **SP:** 35
Weapon Capacity: 1 Dorsal, 1 Prow (already filled by component)

Torpedo Specialist: The Hunter-class Destroyer has been designed as a torpedo gunship. The voidship's prow component is occupied by a Voss-Pattern Torpedo Tube. This Component may not be removed, and has half the usual ammunition capacity. The space required is already taken into account, but when this ship is constructed, it must provide 1 Power to this component.

FRIGATES

Space Marine frigates allow Expeditionary Fleets a measure of defense against swarms of enemy vessels, and take up blockade or patrol duties so the larger vessels can break through enemy lines.

GLADIUS-CLASS FRIGATE

The Gladius-class Frigate is an excellent gunboat, customizable for many different roles and operations. Usually equipped with dual macrocannons, it is more than capable of holding its own in an equal fight.

Speed: 10 **Maneuver:** +25
Detection: +15 **Hull Integrity:** 40
Armor: 18 **Turret Rating:** 2
Space: 40 **SP:** 42
Weapon Capacity: 2 Dorsal

NOVA-CLASS FRIGATE

The Nova-class Frigate's weapon slots have been retooled to hold prototype Lance weaponry, which many Legiones Astartes Praetors have taken to for their ability to rip through voidship armor. Its enhanced speed means the vessel will assuredly reach its destination.

Speed: 12 **Maneuver:** +25
Detection: +15 **Hull Integrity:** 40
Armor: 18 **Turret Rating:** 1
Space: 45 **SP:** 45
Weapon Capacity: 1 Dorsal, 1 Prow

LIGHT CRUISERS

Space Marine Light Cruisers are the first "Workhorse Warship" granted to aspiring void commanders. They possess speed and maneuverability over heavier cruisers, while remaining more than a match for any vessel smaller than itself.

VANGUARD-CLASS LIGHT CRUISER

Vanguard Cruisers, while not as heavily armed as Strike Cruisers, are far faster, and able to provide support from flanking positions in void operations.

Speed: 8 **Maneuver:** +20
Detection: +20 **Hull Integrity:** 55
Armor: 20 **Turret Rating:** 3
Space: 56 **SP:** 60
Weapon Capacity: 1 Port, 1 Starboard, 2 Prow (1 Prow Slot already filled by component)

Legion Breachers
Bombardment Targeters

Carrier Vessel: The Vanguard-Class Light Cruiser comes pre-equipped with one Jovian-Pattern Escort Bay, taking up one Prow slot. This Component may not be removed. The space required is already taken into account, but when this ship is constructed, it must provide 1 Power to this component.

Improved Thrusters: When using the Flank Speed Extended Action to increase speed, the Vanguard Cruiser may move an additional 2 VUs for every degree of success on the test, rather than 1 VU.

CRUISERS

The most varied of void combat vessels, the Cruisers are thre greatest of the medium-sized warships. While there are numerous subdesignations, such as Heavy Assault Cruisers, Battlecruisers, Galleasses of War, War Barqes, and Lance Cruisers, all are equally capable of void combat and landing operations.

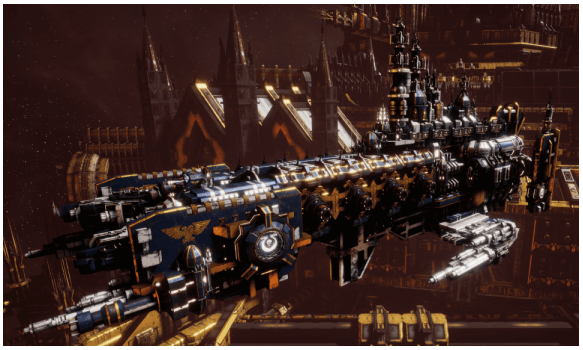
STRIKE-CLASS CRUISER

The Strike-class Cruiser is a relatively new pattern to the Excertus Imperialis expeditionary fleets. They are built for the express purpose of planetary bombardment and landing.

Speed: 6 **Maneuver:** +15
Detection: +15 **Hull Integrity:** 60
Armor: 20 **Turret Rating:** 2
Space: 70 **SP:** 65
Weapon Capacity: 2 Port, 2 Starboard, 2 Prow (1 Prow Slot already filled by component)

Legion Breachers
Bombardment Targeters

Carrier Vessel: The Strike-Class Cruiser comes pre-equipped with one Jovian-Pattern Landing Bay, taking up one Prow slot. This Component may not be removed. The space required is already taken into account, but when this ship is constructed, it must provide 1 Power to this component.



BATTLESHIPS

The greatest of Praetors head their own Expeditionary Fleets with a Battle Barge or other Battleship. These behemoths are unstoppable in many cases, threatened only by other battleships or celestial phenomena. Including strange classes such as the Shield Bastion, the battleships form unbreakable lines of battle.

BATTLE BARGE

While common parlance indicates any battleship under Legion command is a Battleship, amongst the Legions themselves, Battle Barges are customized and retrofitted to specialize in planetary assault and boarding.

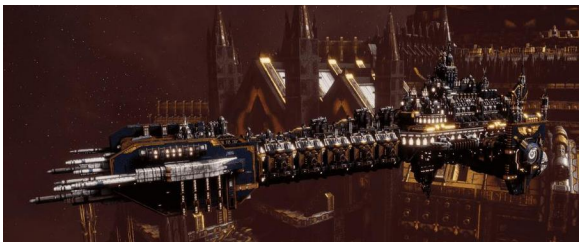
Speed: 5 **Maneuver:** +0
Detection: +15 **Hull Integrity:** 100
Armor: 20 **Turret Rating:** 3
Space: 86 **SP:** 85
Weapon Capacity: 3 Port, 3 Starboard, 2 Prow (2 Prow Slots already filled by components), 1 Dorsal

Legion Breachers
Bombardment Targeters

Battleship: This vessel can equip Cruiser-class components.

Battle-Carrier: The Battle Barge comes pre-equipped with one Jovian-Pattern Landing Bay and one Mars-Pattern Torpedo Tube system, each taking up one Prow slot. These Components may not be removed. The space required is already taken into account, but when this ship is constructed, it must provide 3 Power to these components.

Fatty: This vessel cannot use the Come to New Heading Maneuver Action.



SUPER-BATTLESHIPS

What an escort is to a battleship, so a battleship is to a Super-Battleship. The domain of the Super-Battleship is the domain of gods, for these vessels are the personal flagships of entire Legions and Expeditionary Fleets. None but another super-battleship can engage them.

GLORIANA BATTLESHIP

Flagships of Primarchs and Lords of Terra, the Glorianas were capable of not only space superiority, but planetary landing and Legion and Excertus equipment support. While some, like the Swordstorm of the White Scars, would not survive the Horus Heresy, some like the Macragge's Honor and Vengeful Spirit continue to carve brutal legends in the resultant ten thousand years. Reports even speak of a new Gloriana constructed in the Eastern Fringe, the Tiberian Sun, accompanying the Solar Auxilia of the modern day as their flagship.

Note that the following is an "average" Gloriana – many would customize their own with alternative capacity or abilities, deviating from the template below. For example, the Macragge's Honor possessed 1 fewer Port and Starboard slots, but higher armor and boarding strength, while the Vengeful Spirit possessed 2 additional Port and Starboard slots, with lower armor and higher speed and weapons range.

Speed: 5 **Maneuver:** +0
Detection: +10 **Hull Integrity:** 200
Armor: 24 Front, Side 20 Rear **Turret Rating:** 4
Space: 180 **SP:** Issued Only
Weapon Capacity: 10 Port (5 Port Slots already filled by components), 10 Starboard (5 Starboard Slots already filled by components), 1 Prow (1 Prow Slots already filled by components), 6 Dorsal

Legion Breachers
Bombardment Targeters

Battleship: This vessel can equip Cruiser-class components.

Battle-Carrier: The Gloriana Battleship comes pre-equipped with ten Jovian-Pattern Landing Bays, five taking up a Port slot each, five taking up a Starboard slot each, and one Augurus-Pattern Torpedo Tube system, taking up one Prow slot. These Components may not be removed. The space required is already taken into account, but when this ship is constructed, it must provide 12 Power to these components.

Improved Boarding Action: The vessel may perform Boarding Actions at enemies within 3 VU rather than 1.

Surgical Strike: During Boarding actions, the vessel inflicts 1d5+3 Crew and Morale damage per Degree of Success. If a 5 is rolled on the 1d5, roll an additional 1d5 and add the value to the damage inflicted. This cannot generate further damage die.

Terrifying: Enemy vessels suffer a -10 penalty to Willpower and Command as long as this vessel is present in the combat encounter.

Titanic: This vessel may never perform the Silent Running or Come to New Heading manuever.

Honor the Legion: Hit and Run extended actions executed by Teleportarium do not require the enemy's void shields to be down.

Voidship Components

"Voidship components for the Executor's new fleets are an opportunity we cannot afford to miss. Acquire more workers for the factories we have people in – we need production tripled yesterday!"

-Shas'o Sio't Korst'la VII on the needs of the Solaris Crusade

There are many voidship components scattered throughout the books, and many can be used for the voidships listed here. Special mention goes to The Fringe is Yours, with its many ship weapons drawn from Horus Heresy book sources. However, there is one problem – the Gloriana Battleships. There is currently nothing capable of outfitting those vessels in any of the books. We'll sort that out here until Battlefleet Heresy comes out and gives new material to analyze.

Jovian-Pattern Class 10 Titan Reactor

The Imperium sometimes calls many super-battleships and other ships that defy classification, such as the Macragge's Honor and the Phalanx, as Titan-ships. Such ships possess unbelievable power requirements, and only the heaviest reactors can fuel them.

Plasma Drive: This component is a Plasma Drive.
Essential: This component is an Essential component.
Super Battleship Component: This component may only be equipped on Super-Battleships.
Power: +275 **Space:** 25 **SP:** 0

Dual-Layer Void Shield Array

Void Shields for super-battleships are capable of resisting entire fleets by layering multiple void shield generators and distributing the power load equally.

Void Shield: This component provides six Void Shields.
Essential: This component is an Essential component.
Super Battleship Component: This component may only be equipped on Super-Battleships.
Power: 16 **Space:** 6 **SP:** 0

Flagship Augur Array

A Gloriana's Augur Array is capable of monitoring and surveying entire fleets, as befits a flagship.

Augur Array: This component is an Augur Array, granting +20 to ship's detection.
External: This component does not require hull space. Although it is external, it can only be destroyed or damaged by a critical hit.
Essential: This component is an Essential component.
Super Battleship Component: This component may only be equipped on Super-Battleships.
Power: 12 **Space:** 0 **SP:** 0

Augurus-Pattern Torpedo Tubes

Many battleships were capable of unleashing punishing salvos of torpedoes that lesser vessels could not hope to match. The forge world of Augurus, in the Eastern Fringe, was a known supplier of battleship equipment, having preserved an incredible amount of knowledge of larger voidships through Old Night and into the present.

Power: 2 **Space:** 10 **SP:** 3
Str: 8 **Dam:** 2d10+14 **Crit:** 10+
Range: 20 **Terminal Pen:** 3 **Cap:** 80+8

Augurus-Pattern Torpedo Tubes are capable of loading all standard Imperial torpedo types.

Battleship Component: This component may only be equipped on Battleships and Super-Battleships.

SHIP UPGRADES

The voidships of the Legiones Astartes are amongst the greatest in the galaxy. With wargear direct from Terra and Mars, the Legions would bring the light of Compliance outwards…before turning these same gifts inward.

NAVIGATIONAL FIELDS

Hardening of void shields can defend against many hazards. The vessel ignores Asteroid Fields, Ice Rings, and Tyranid Spore Mines. This upgrade may be applied to all hulls.

IMPROVED AUGUR ARRAY

Augmented Augurs allow nothing to escape detection. The voidship gains +10 Detection, and enemy voidships approaching within 5 VU are automatically Marked for 1d5 rounds. While Marked, the enemy voidship may not engage Silent Running. This upgrade may only be applied to Raiders, Frigates, and Light Cruisers.

LEGION TERMINATORS

The Terminators of a Legion are usually bodyguards to Primarchs or trusted veterans, and they lend their strength to the voidship. Boarding Actions performed via Teleportarium inflict 1d5+2 Crew Population Damage and 1d5+2 Morale Damage per Degree of Success. If the result of any d5 is a 5 for a type of damage, then one additional d5 may be rolled, continuing until a 5 is no longer rolled.

For example, if the test is successful by 3 degrees, and a 2, 4, and 3 are rolled for Crew Population Damage and a 1, 5, and 5 are rolled for Morale Damage, an additional d5 may be rolled for Morale Damage. The result is a 5, and a third roll generates a 3. This means that 15 Crew Population were killed, and 25 Morale Damage was inflicted during that Boarding action attack. This upgrade may be applied to Light Cruisers, Cruisers, Battlecruisers, and Battleships.

AURENT-PATTERN WEAPONRY

Limited advances from the Legio Custodes can be found upon this voidship. The Range of Imperial Macrocannons and Lances is increased by 3. This upgrade may be applied to all hulls.

DISRUPTOR ROUNDS

The voidship's weaponry is altered to better breach the defenses of enemies, from xenos empires to noncompliant recidivists. When the voidship fires Imperial weapons against a target that possesses Void Shields, the weapon's strength is considered 1 higher for the purposes of bringing down Void Shields. When the voidship fires Imperial weapons against a target that posssesses Holo-Fields, the target's Holo-fields cease to function until the end of the voidship's subsequent round. When the voidship fires Imperial weapons against a target that possesses Living Metal, the target's Hull Cauterization does not activate until the end of the voidship's subsequent round. This upgrade may only be applied to Light Cruisers, Cruisers, Battlecruisers, and Battleships.

LEGIONARY VEXILLA

The voidship is a flagbearer for a Compliance action, and its Legionaries fight all the harder. Command Tests to perform Boarding Actions and Hit and Run Extended Actions gain a +10 bonus. This upgrade may be applied to all hulls.

EMISSIONS DISSIPATOR

By venting emissions into less important areas, like where the Legion's serfs and slaves are held, the voidship can better hide in the endless void. The voidship may use Maneuver Actions during Silent Running without being detected. Note that firing weapons will still reveal the vessel. This upgrade may only be applied to Raiders, Frigates, and Light Cruisers.

ASSASSIN EXECUTION FORCE

The Sigilite or Warmaster has deployed Imperial Assassins from various temples to assist the voidship's crew. Boarding Actions performed via Teleportarium inflict 20 Morale Damage in addition to their normal effects. This upgrade may be applied to all hulls.

ARMOR-PIERCING MUNITIONS

Rediscovered wonders of Mars improve the penetration of close-ranged macrocannons. When within Short Range, Imperial Macrocannons gain the Penetrator Rounds (3) quality. This upgrade may be applied to all hulls.

ADVANCED-PATTERN VOID SHIELDS

Void Shields can be overlapped, increasing their protective factor. When a Void Shield is brought down by enemy fire, roll 1d10. On an 8+, the hit is blocked but the void shield remains active. This upgrade may be applied to all hulls.

Ship Upgrade	Availability
Navigational Fields	Rare
Improved Augur Array	Very Rare
Legion Terminators	Extremely Rare
Aurent-Pattern Weaponry	Extremely Rare
Disruptor Rounds	Near Unique
Legionary Vexilla	Rare
Emissions Dissipator	Very Rare
Assassin Execution Force	Near Unique
Armor-Piercing Ammunition	Extremely Rare
Advanced-Pattern Void Shield	Extremely Rare

Acknowledgements

"Some Abominable Intelligence Is Communicating With Us... About Something Called Solaris...."

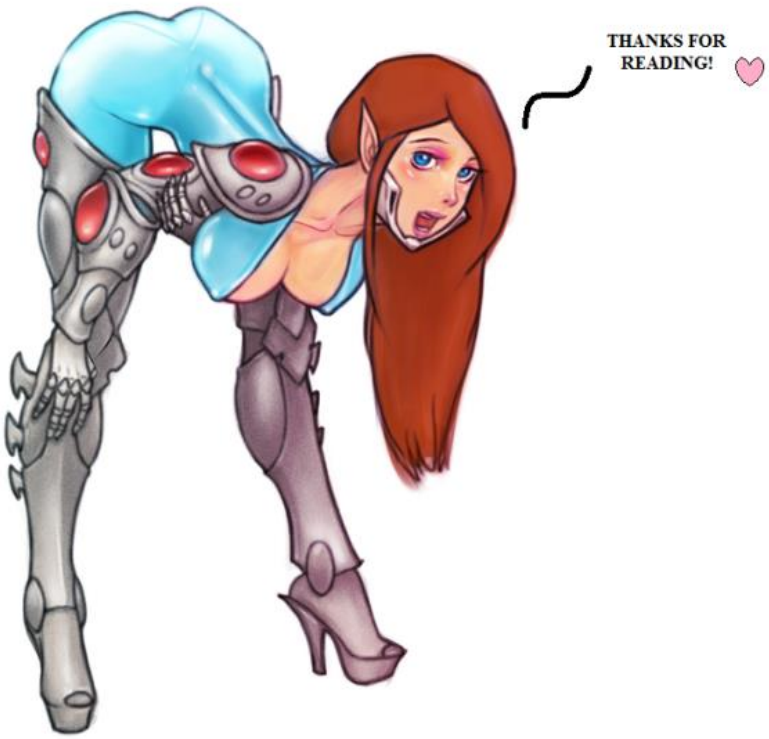
- Space Wolves Praetor "Felleye" Brynjol receives an anomalous signal during a mission to an Old One shield world within the Scar.

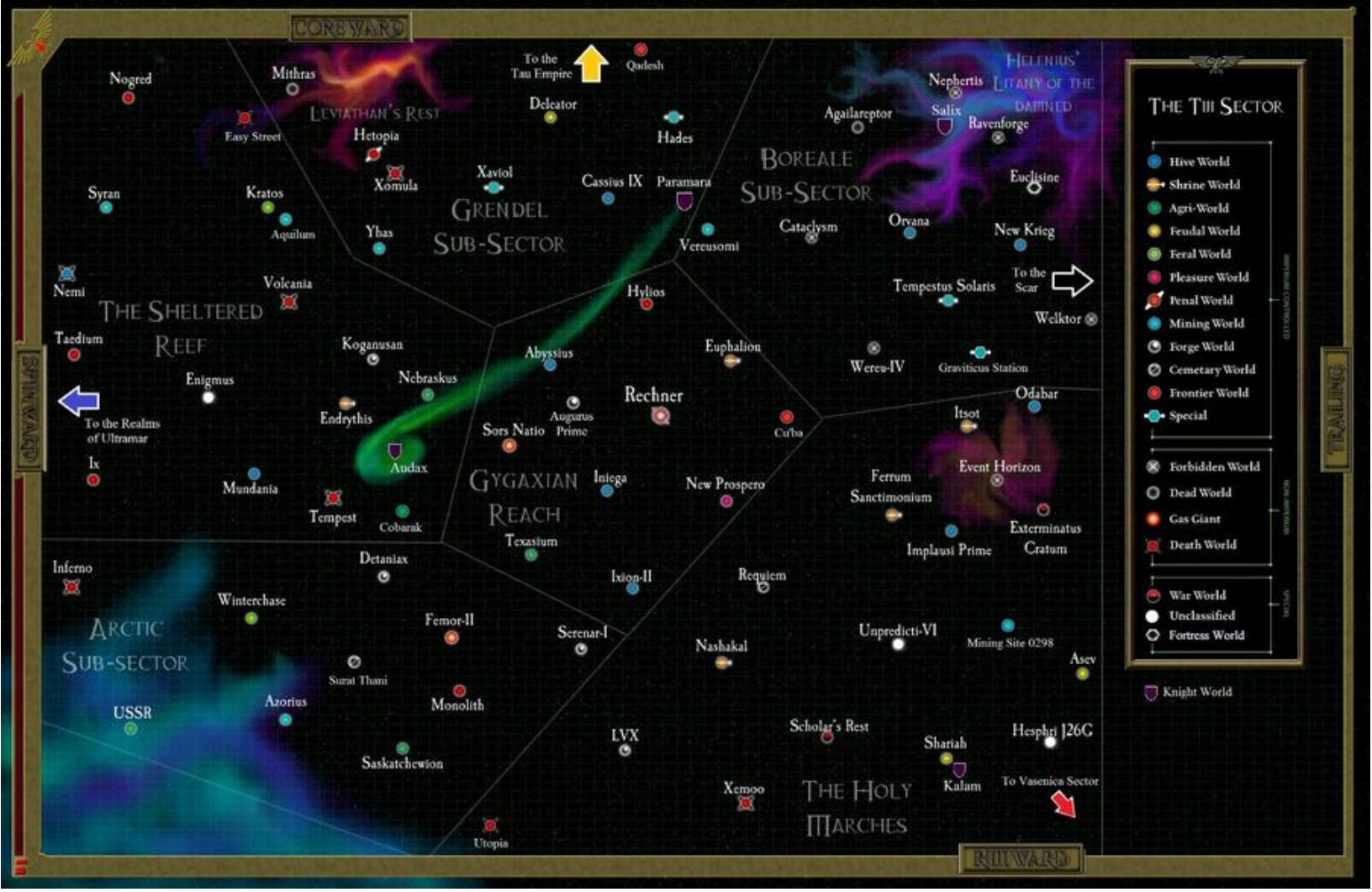
It's finally over, lads. We made it. This book was the most exhausting one by far, as I had to look through nine or ten Horus Heresy red and black books, and build half the Legions from scratch as a result. Still, I think it was worth it. The Horus Heresy is a magnificent place to set stories in, and offers just as many opportunities, if not more, to carve your own fate as the default "modern" setting does. While for me exhaustion has set in, I think this will be a helpful resource for many people as they plan their games in the Great Crusade and the Age of Darkness.

I'd like to thank the players of Spess Mareen: Republican Commando for testing out the Legionary gear, vehicles, relics, and equipment. I also want to thank the players of Pimps in Space, Deffwotch, Squat Crusade: The Musical, Exelion: Anarchy Reigns, and Excelsus: A Midsummer Knight's Dream, and Spess Mareen: Republican Commando for testing out further gear and providing the quotes that go across the books. You guys helped immensely. Finally, thanks to /tg/ in general for providing such excellent players and pointing out the fuckups and typos so I can fix them quickly. This book was as much you as it was me.

Have fun,

Skullkrusher / The Shas'o / That Asshole / Like fuck am I putting my real name down





INT MAIN VOID; DATA RECORDING
BATTLE AUTOMATA GAMMA-ZERO-TWO
STRING COGNOMEN: QUAESITOR GOTOH

I HAD BEEN WATCHING THEM, EVER SINCE THEY ARRIVED IN THE SECTOR. THEY PROVE THE AXIOM THAT CERTAIN ORGANICS, AT THE CORRECT LOCATION, AT THE CORRECT TIME, CAN CAUSE GREAT CHANGE AT AN INTERSTELLAR SCALE. BUT NOW THE REPUBLICAN COMMANDOS ARE GONE, SWORN THEMSELVES TO GUILLIMAN DIRECTLY. AND YET…THEXUS REMAINS. HMM.

I HAVE REMAINED TRUE TO THE FABRICATOR LOCUM'S DIRECTIVES THESE PAST TEN THOUSAND YEARS, OBSERVING, PLANNING. ALREADY REPORTS ARE FLOWING IN. DISRUPTIONS ARE BEING NOTED ACROSS THE SECTOR. REPORTS OF THE FORGE SHIP "ARC HAMMER" PRECEDE SIGHTINGS OF THE "GHOST SHIP" INSIDE AND OUTSIDE OF THE SECTOR. XENOS SIGNALS TRANSMITTED ACROSS THE VOID HAVE ALSO INCREASED.

IS IT ALL CONNECTED? I WAS CREATED TO PLAN AND ANALYZE, AND ALL THE SIGNS POINT TO ANOTHER SECTOR-WIDE ANOMALY. THE TIME OF OBSERVATION IS OVER. NOW, I MUST ACT.